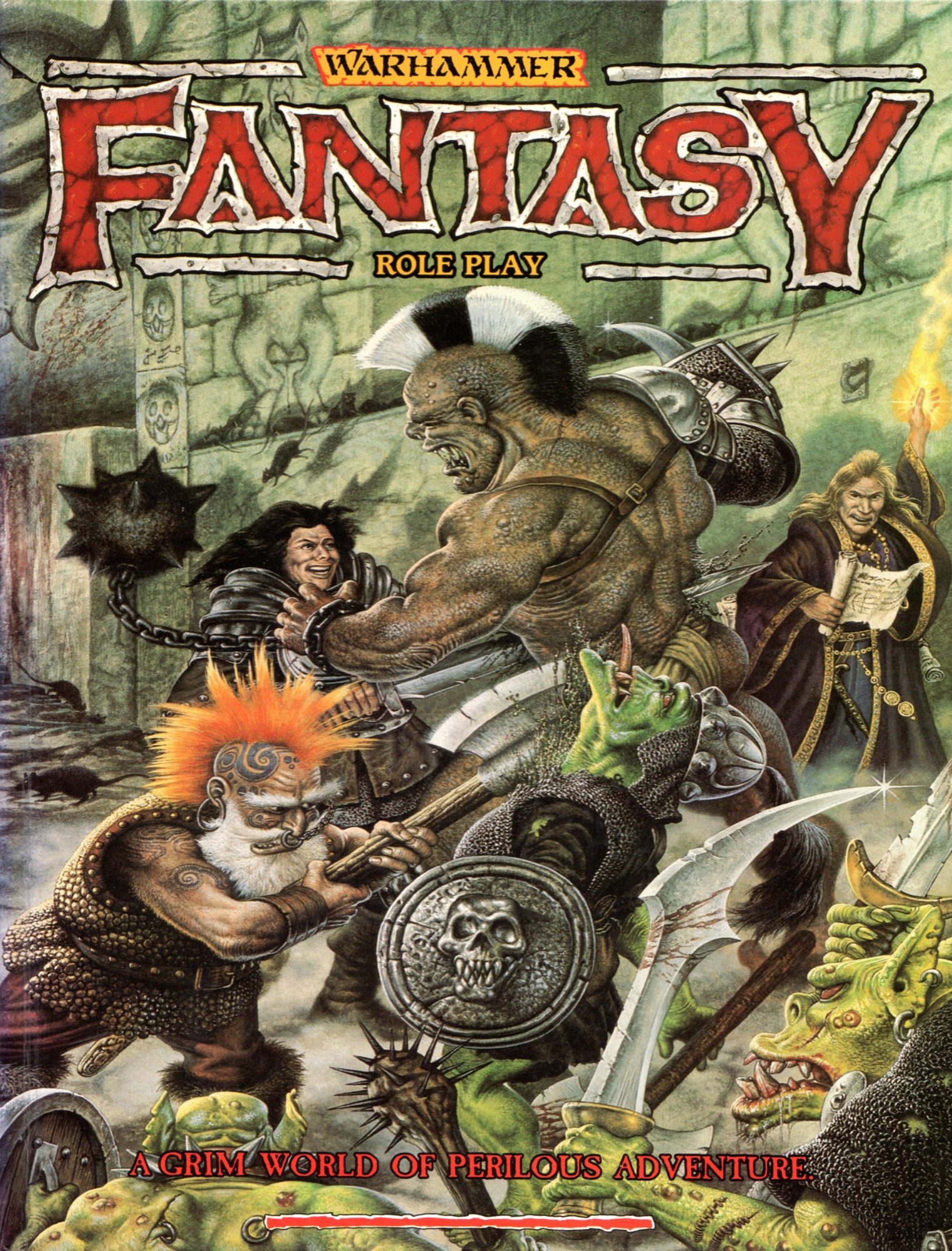
WARHAMMER
FANTASY
ROLE PLAY
A GRIM WORLD OF PERILOUS ADVENTURE.

WARHAMMER FANTASY ROLE·PLAY™

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THE OLD WORLD

Sven tried hard not to be so tense, but it was difficult. His teeth were clamped tightly, and his mouth was dry; his knuckles were white from gripping the hilt of his sword, and sweat ran down his forehead, making his eyes sting. In the flickering light of three torches, and in complete silence, he waited for Abrahim to finish his work.

Sven drew some comfort from the fact that most of his fellow colleagues were at least as nervous as him. Friedrich-Gustav, the young son of the Lord of the Auerswald, looked pale and sickly in the light of the brand he held above Abrahim. The boy-noble had proven himself in combat already, but now - at the goal of their quest - he looked greatly afraid of what they might find. Myllara's eyes shone brightly as she cast rapid glances in all directions, unused to finding herself beneath the ground; the elven Outrider had brought them safely through the wild lands around the Auerswald, but now she found herself in the most alien surroundings. And Elizabet - what was the Scribe thinking now? All through their journey she had chattered endlessly about her work at the University and her plans for the future. Suddenly that future looked remote.

Four young adventurers, snatched from their homes and their safe careers by the lure of glory, easy money and excitement! Sven remembered his own days as a Fisherman as if they were someone else's memories; now he was Sven the sword-wielder, a man prepared to journey even to the Worlds Edge Mountains find adventure! And what better way to start than this? The strange-sounding Arabian, who had had to keep his cloak wrapped tightly about him throughout the journey through the cold wastes, had brought them to this crypt, hidden beneath the earth, to find an ancient map, one which would lead them to find a great treasure. And since he had sprinkled Gold Crowns around town in the search for his brave party of adventurers, the prize must be well worth the finding!

And so Sven waited, watching Abrahim work his slender tools inside the great lock on the door. The Arab made no sound, none at all, until the lock finally made a dull clicking noise, and he smiled his toothless smile.

"It is open," he hissed.

His voice was in keeping with this creepy place, damp and unreal; he made to stand up, pulling his cloak closer about him as if suddenly cold. And Sven felt that cold himself, a chill that settled upon his back as if *something*...

Perhaps it was just a premonition, or a warning from the Gods, but Sven felt icy fingers touch his spine, and watched Abrahim step back, as Friedrich-Gustav switched the torch to his left hand and made to pull back the door. The nobleman and the elven Ranger had their backs to him, and the Scribe was trying hard to catch a first glimpse of what lay behind the door, but Sven was saved from the same fate by that chill, and the sight of Abrahim pulling the hood of his cloak across his eyes, as if to shield them from...

There was a scream of horror, but Sven was not distracted. He knew now that Abrahim was not all he seemed, and that he meant them harm. A slender dagger, oozing a dull amber liquid, had appeared in his hand, and was poised behind Friedrich-Gustav's back - Sven had only a moment in which to act. The quick wits that had been so misused sitting in his father's boat searching for fish, saved the nobleman's life. He lashed out with his sword, breaking the knife blade, and cutting into the Arab's arm. The folds of his cloak snared the sword for a moment, but Sven pulled it free and struck again. The cloak fell free as his blade tore through the man's flesh, and both dropped to the floor. Sven stepped back. In two swift moves he had killed a man. It didn't feel the same as fighting goblins or watching others killing for sport or justice... Perhaps he wasn't cut out for this adventuring life...

Behind him, unaware, Friedrich-Gustav and Myllara had slammed the doors shut once more. "Snakes! Hundreds of them!" wailed Elizabet. And then: "Sven - what happened, what's wrong with Abrahim? Is he hurt - oh!"

The Scribe had bent to the body, to see if there was anything to be done, but stopped without touching him. Friedrich-Gustav brought the light closer, and held it over Abrahim, so that they could all see. Beneath the cloak, Abrahim's torso was bare, and blood still seeped from a savage cut through his midriff. But - even though covered in blood - it was still obvious that where there should have been skin, there was the dull gleam of pale green scales...

They stared at the body for a long time, silent once more. When Elizabet next spoke, it was with a voice choking in disbelief and fear.

"He was a snake... like them..."

"Why did he bring us here?" Friedrich-Gustav was as afraid as any of them. "Was he bringing us to... them?" No-one answered, even though they all knew it was true. The man they had known as Abrahim was not wholly a man, but some sort of snake-man, or lizard-man, a creature unnatural and evil. And Sven had killed it, and saved them.

"At least we're alive," said Myllara, "even if the story about the map was just a trick to lure us here."

"We don't know there wasn't a map," said Sven, suddenly enboldened. "There really might be treasure in there. Remember all that gold he had."

They looked then, one to another. They made their decision with nods and grim smiles, readying their weapons, along with some oil and torches. Only when they were completely prepared did the four adventurers prepare to open the doors again...

Sven's adventures are just beginning - and now you can begin your career as an adventurer in the Old World, the setting for the ***Warhammer Fantasy Roleplay Game****. In this book you will find all the rules and information you need to play this exciting game of heroic magic and sword-play, in an easy-to-follow format. Read on, for this is where the adventure starts....*

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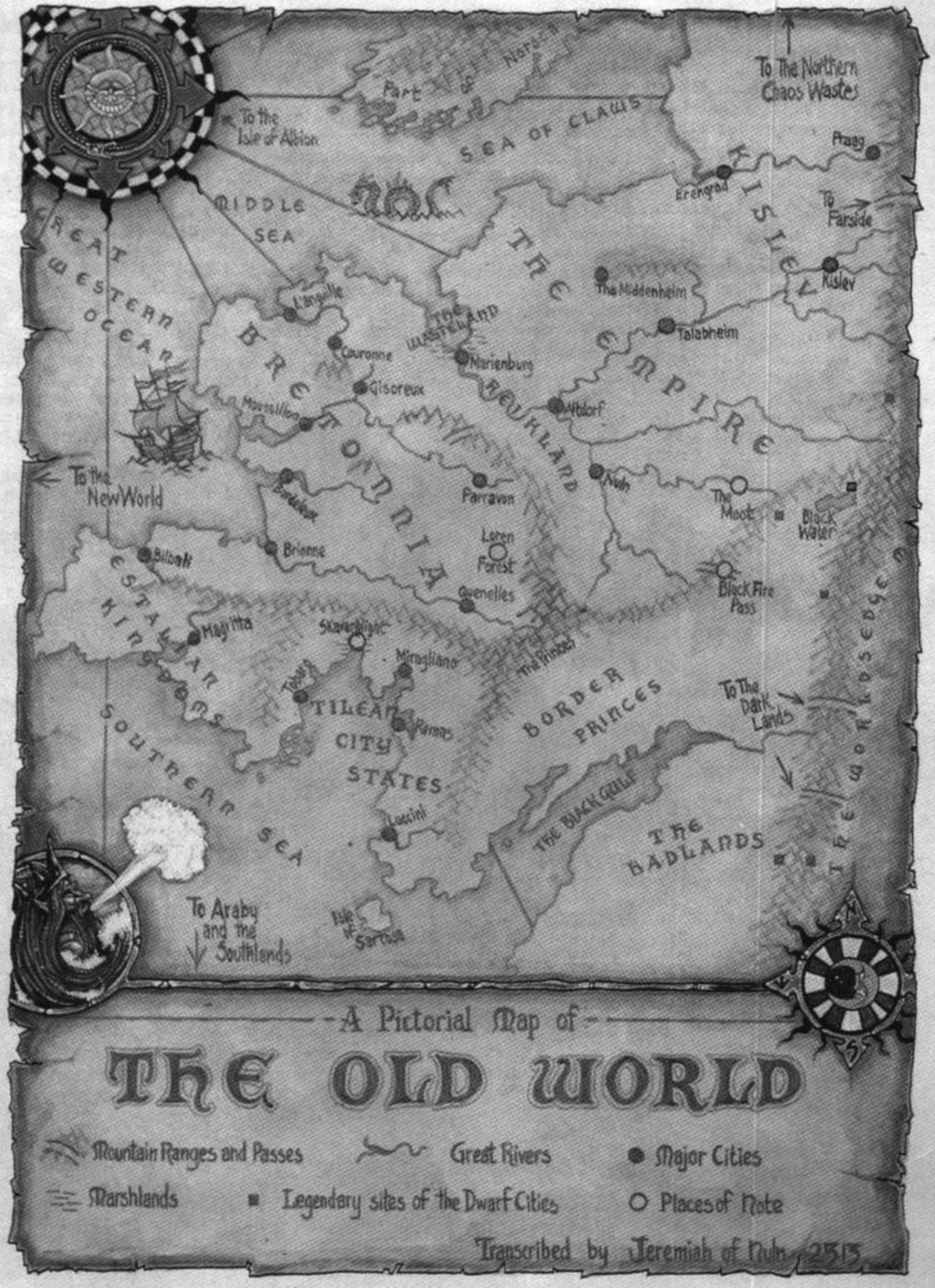


A Pictorial Map of

THE OLD WORLD

Mountain Ranges and Passes — Great Rivers — Major Cities

Marshlands — Legendary sites of the Dwarf Cities — Places of Note

Transcribed by Jeremiah of Nuln, 2515

• INTRODUCTION •

•USING THIS RULEBOOK•

This rulebook includes all the material you will need to play a game of Warhammer, except the dice and some of the optional play-aids. Warhammer is largely a game built from the imaginations of its players, and needs few physical components. As you read these rules and play your first games, you will begin to appreciate how it works and what additional help you require.

This rulebook is set out in eight major sections, each marked with a full-page illustration and contents listing. Each section then breaks down into a number of different topics, with headers like the one at the top of this column. These contents are also listed on the two pages before this one, with all of the major topics. Using these topic headings, you ought to be able to find a specific rule or piece of information without difficulty.

Just to make it truly easy, there are also quick reference topic listings on each page, which you will be able to see just by rifling through the book.

•WHAT IS A ROLEPLAYING GAME?•

A roleplaying game is an adventure, in which you have the leading parts to play. You can compare it to a play or film, in which actors play the roles of characters and act through a preordained plot. In a roleplaying game each player takes the role of a character, a fictional personality who may be very different from the player himself. However, unlike in a film or play, in the roleplaying game there is no fixed plot. Instead, the players decide exactly what they want to do in any given situation, and then must discover if they were successful.

To decide what the players can or cannot do, whether they succeed or whether they fail in any action, there is the *gamesmaster* (GM). The GM controls the world in which the players' characters live; he is the final arbiter whose word cannot be disobeyed. To help the GM decide what is possible and what is not, there are the rules you hold now. The GM will use these rules to present a balanced setting in which the fictional characters can adventure. He will make the adventure seem real. But the rules are only guidelines, and when the GM feels he has to change them, he will. You have to accept that what the GM says are the rules of this game.

You will have realised by now that in order to play this game you will need several people. You will need a gamesmaster and you will need players. The minimum number of players is two and the maximum practical number of players is probably about a half-dozen. It is possible for more to play, but only if at least some of those present are experienced adventurers.

•THE PLAYING AREA•

Unlike a conventional game there is no formal 'board'. All of the information needed by the players is written down by them before the game using scrap paper or the special charts given later. A pen or pencil will, of course, be essential, as will scrap paper. The only other things you must have are dice. Roleplaying games utilise a variety of unusually shaped dice, and you will need to purchase a set before you can begin to play. The use of these dice is explained a little later.

Sometimes the players' characters will become involved in fighting - the Warhammer world is a violent place and this will happen quite often! On such occasions it helps everyone to picture the scene - to know the positions of characters relative to each other and to scenic features, such as doors, walls, windows, etc - if the GM draws out a map or actually places a scale plan on the tabletop. The positions of characters, or of other features, can then be indicated. Most players prefer to use models to represent their characters, and a huge variety of models are available for this.

•THE ACTION•

All the players have to do to play the game is to make decisions about what their characters are going to do and how they are going to do it. This is quite easy. The players simply pretend to be their characters, and use their imagination to guide their actions as if they really were in the world described to them by the GM. The more the players believe in their roles and the more involved they get in their characters the more rewarding the game will be. Players should always try to forget about the 'rules of the game' and attempt to act the part of their character as realistically as possible. So, a character who is a sailor should act and speak like one. He can complain about "land lubbers" and call everyone "shipmate" or, if they are his superiors, "Cap'n"; and he can use nautical language with a fair sprinkling of "arr Jim lad", "avast behind" and other maritime expressions.

The task of controlling the players and their characters falls upon the GM. This is a fairly weighty responsibility. The GM needs to be familiar with all the rules of the game and he needs to be able to apply them in a fair and even-handed fashion. He also needs to know when *not* to stick to the rules but to use his own judgement. Knowing when not to stick to the letter of the rules is the sign of a good GM, and is something that only comes with experience.

One final point. Throughout these rules we have tended to use the word 'he', whenever we are talking about a single player or character. Needless to say, whenever we have used the word 'he' in this book we might just have easily have said 'she', and no discrimination is implied or intended.

•THE FANTASY WORLD•

The area which the characters inhabit is a fantasy world, where strange and mysterious things can happen, where magic is real, and the forces of darkness are eternally ready to take control of the unwary. Much of the land is forested, mountainous, or otherwise wild and dangerous - these places are home to all kinds of perils: strange and evil creatures, renegades, bandits and the followers of perverse cults.

Players will soon find their characters faced with these dangers, and they will be compelled to fight, outwit or flee from their enemies. Settlements are few, small and widely scattered, so travel is not very common and always involves an element of risk. In the deep woods live the Elves, an ancient culture not always friendly to Humanity, whilst amongst the mountains dwell the proud remnants of the once mighty Dwarfs. But most of the friendly inhabitants of the Old World are Humans of a similar cultural background, speaking a version of a common tongue and holding similar ideas about religion, philosophy, art and society to the adventurers themselves.

For the moment, the players need know no more about the world in which their characters live. This world will be introduced to them by the GM, and a coherent picture of its peoples, geography and history will unfold during the course of

play. Remember - a certain amount of ignorance about their own environment is to be expected of novice adventurers, many of whom will be uneducated and (as yet) innocent of the ways of the world.

See **The World Guide Section** for more details of the Fantasy World of Warhammer.

•THE SCENARIO•

The word scenario is widely used to describe a self-contained adventure. It might begin with the players' characters having a quiet drink in a local tavern, or entering a small town in search of a bed for the night. It may lead onto a quest to recover a magical sword, or to defeat an ancient sorceror. The scenario is the stage for the adventure itself, which the GM must have prepared before play can begin. To show what is expected, we have included a specially written scenario in this game called **The Oldenhaller Contract.**

The Oldenhaller Contract is a ready-to-play adventure, in which all the necessary details have already been worked out. A GM is still required, but we have provided extensive notes to make the GM's job easier.

Designing scenarios and running games is discussed in greater detail in the **Gamesmaster's Section** of the rules.

•WINNING AND LOSING•

In a roleplaying game there are no individual winners or losers. The players act together to try to overcome problems presented by the GM. Only by co-operating will the characters survive the dangers they face.

The object of the game is not only to survive (difficult enough on occasions), but to survive in style! Characters in the game must earn money to live, and acquiring money will become quite important to them. Characters may have other aims too, reflected by improving gaming abilities, such as the acquisition of new and useful skills.

The GM also cannot 'win' as such. His aim should be to provide an interesting and demanding game for the players. Because of his unique position, the GM could kill off a player's character at any time, but that is not the idea of the game and should not be the aim of the GM.

•CREATURES AND CHARACTERS•

During their adventures, the players' characters will meet other characters, other actors in the drama, as it were. These extra characters may be friendly or hostile; but whatever their attitude to the players' characters they will be controlled by the gamesmaster. Characters other than the players' own characters are referred to as *Non Player Characters* or NPCs for short.

The word *Creature(s)* is used in the game to refer to all other living creatures - as well as to some beings which cannot be properly regarded as truly alive, such as Vampires, Ghosts and Zombies.

•THE DICE•

To play **Warhammer Fantasy Roleplay** you will need to obtain a set of dice. Everybody is familiar with the ordinary six-sided dice used in most boardgames. You will be using these ordinary dice during the game, but you will also need to use the oddly-shaped and numbered polyhedral dice explained below.

There is a standard way of referring to the different types of dice, as you will notice if you flick through the text. This is to write 'D' (for die), followed by a number which indicates how many sides the die has. The complete list of dice you need is:

D4: A D4 is pyramid shaped. The numbers are marked along the edge of the die. Roll the D4 as you would any other die, but read the score from the bottom edge.

D6: A D6 is an ordinary die. Your score is the number that shows uppermost.

D8: A D8 has eight sides and is rolled and read in exactly the same way as a D6. Your score is the number that shows uppermost.

D10: As with the D6 and D8, your score is the number that shows uppermost. However, most D10s have a 0 rather than a 10 on one face, so you will have to remember that the score is 10.

D12: A D12 is rolled and read exactly like a D6. Your score is the number that shows uppermost.

D20: The D20 is rolled and read in the same way as a D6; your score is the number that shows uppermost. Note that some D20s are numbered 1-10 (or 0-9) twice, rather than 1-20, in which case you will have to colour in one set of 1-10 with a wax crayon or paint, to indicate that 10 should be added to the score. You should point out to other players that when you roll the coloured 4 it means 14, etc.

D100: Assuming you don't buy a single 100-sided dice, this does not mean a single dice roll, but the result of rolling two ten-sided dice. The aim is to give a number between 1 and 100. Roll a D10 for the 'tens' - so a score of 4 = 40, 7 = 70 etc (a score of 10 or 0 is 'no tens'. Next roll a dice for 'units' - so a score of 4 = 04, 7 = 07 etc. A score of 10 or 0 is 'no units'. If both dice turn up 0 your score is 100.

Example:

Tens dice scores 5 = 50	*Units dice scores 7 = 07*	*TOTAL 57*
Tens dice scores 3 = 30	*Units dice scores 0 = 00*	*TOTAL 30*
Tens dice scores 0 = 00	*Units dice scores 9 = 09*	*TOTAL 09*

D100s are sometimes referred to as percentage dice or percentile dice. This is because they are used to determine success in terms of a standard percentage (%) - 50% chance, 75% chance etc. When rolling for a % chance, the aim is to roll a number on the dice which is *equal to or less than* the % chance.

Example:
On a 35% chance, scores of 01-35 are successful, 36-00 are failures
On an 85% chance, scores of 01-85 are successful, 86-00 are failures

D3, D2 etc: It is possible to generate random scores of almost any number using one or more of the dice. A D3, for example, is the score of a D6 halved and rounded up; giving potential scores of 1 1 2 2 3 3. A D2 is just any dice, low numbers counting as 1, high numbers as 2. Alternatively, toss a coin.

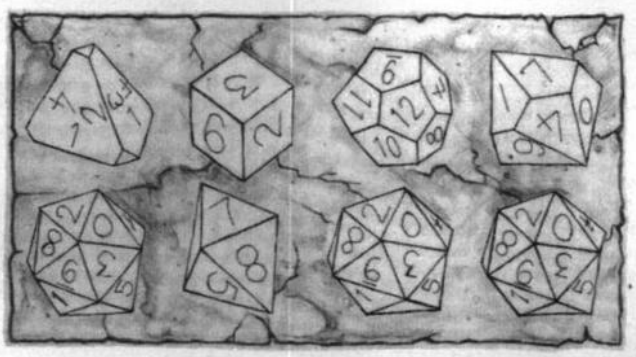
•MULTIPLE DICE AND MODIFIERS•

Sometimes the rules will instruct you to roll two dice and add the scores together. This is usually written as 2D6, 2D8 etc.

Often a dice score will be modified by +1, +2 or -1, -2 etc. This is usually written as D6+1, D8-1 etc. Roll as normal and modify the score as indicated. Occasionally, you may even need to multiply a die roll by a given number - written as D6 x10, for example.

Example:

D6+1 The D6 is rolled scoring 4	*4 + 1 = 5*
2D6+1 Two dice are rolled scoring 4 and 6	*4 + 6 = 10*
	10 + 1 = 11
2D6x10 Two dice are rolled, scoring 2 and 3	*2 + 3 = 5*
	x10 = 50



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THE PLAYERS' SECTION

•CHARACTERISTICS•

Each player creates (or 'generates') his or her own character. The players have a degree of choice over some aspects of their character, but basic details are determined by rolling dice. These details make the characters different from each other, so that some are faster, others stronger, tougher, more intelligent and so on. Before creating your character read through the descriptions of the different 'characteristics' given below. All creatures are described with the same characteristics, which will allow comparisons to be made later on. Each characteristic defines some aspect of the creature or character - and, taken together, the characteristics will help to decide what they are good at, and what they are not so good at.

Movement - M. This is a number used to determine creatures' speed in any given situation. An average M for Humans is 4, which equates to 8 yards per 10 seconds moving at a cautious pace. A horse's M is 8, by comparison.

Weapon Skill - WS. This determines a character's ability to fight in hand-to-hand combat, reflecting natural aggression, disposition and training. It is expressed in 'percentage' terms; ie, from 01 to 100%. The higher the WS the easier it is to strike a blow in hand-to-hand combat, or to parry an opponent's blow.

Ballistic Skill - BS. This dictates a character's ability to use missile weapons, to throw an object, or (in the case of some creatures) to spit venom. Like WS, this is expressed in percentage terms of 01-100% and the higher the BS the easier it is to hit a target.

Strength - S. This is an indication of how powerful that creature is, and how much damage it can cause in combat. Characters with high S cause considerable damage, characters with low S relatively little. S is expressed as a number between 1 and 10.

Toughness - T. A creature's T is an indication of its ability to resist damage. It is very hard to damage a creature with a high T, and relatively easy to damage one with a low T. Like S, T is expressed as a number between 1 and 10.

Wounds - W. Some creatures can sustain more damage than others, either because they have more physical stamina or because they have little regard for, or feeling of pain. This is represented by the number of W a creature has - representing the amount of damage that can be endured before serious injury or even death is caused. Characters reduced to 0 Wounds are not dead - but have no capacity to absorb additional damage without suffering injury of some kind. The number of Wounds is expressed as a number of 1 or more. Most Human characters start with 6.

Initiative - I. This characteristic reflects a character's speed of thought, whether he is quick-witted or sluggish. In close combat, I determines who acts first. This is expressed as a percentage of 01-100%.

Attacks - A. This is the number of blows the creature can strike in a single round of combat. The more blows a creature can strike the more deadly it will be. Most characters, and most creatures, have only 1 A, but some have more and there is no maximum level.

Dexterity - Dex. This is an indication of the character's ability to perform complex, intricate or delicate manual tasks. It will determine whether the character is good at sleight-of-hand tricks, picking locks, picking pockets and other tasks requiring patience and manual skill. The characteristic is expressed as a percentage number of 01-100%.

Leadership - Ld. This characteristic indicates a character's ability to lead others. A character with high Ld is naturally charismatic, inspiring confidence and loyalty, whilst a character with a low Ld may be rather indecisive. This characteristic is expressed as a percentage of 01-100%.

Intelligence - Int. This determines a character's ability to think and understand. It may be thought of as a sort of intelligence quotient (IQ) if you like. It is expressed as a percentage of 01-100%.

Cool - Cl. This characteristic represents a creature's ability to remain calm, collected - even sane - under severe psychological stress. Some of the creatures that inhabit the Old World are truly frightening, and may be confronted safely only by characters with a high Cl value. Cl is expressed as a percentage of 01-100%.

Will Power - WP. This is a measure of mental and magical resistance and general magical awareness. It reflects a creature's ability to shrug off the effects of magic, charms and mental influence. Magic-using characters will benefit from a high WP, especially if they are to confront some of the hellish creatures of other worlds, which may attempt to infiltrate their minds and distort their personalities. WP is expressed as a percentage of 01-100%.

Fellowship - Fel. This reflects a character's social skills, appearance, ability to empathise, sympathise and generally 'get on with people'. A character with high Fel will find it easy to make new friends, and will be able to obtain information from others by carefully steering a conversation. Characters with low Fel, however, have an amazing talent for saying just the wrong thing, and are always putting their foot in it. They are impervious to hints, unreceptive to atmosphere and completely without tact. Fel is expressed as a percentage of 01-100%.

•ZERO LEVEL CHARACTERISTICS•

All creatures are described using the same set of characteristics. In certain cases, though, a creature may have a characteristic score of 0. This means it has no ability to perform tasks associated with that characteristic. A creature with no hands, for example, would probably have a Dex of 0.

•THE PROFILE•

When taken together, the characteristics are referred to as a *profile*. Each race or creature type has a 'typical' racial profile, which reflects the average values for a creature of that race. Of course, different individuals may well have characteristic scores above or below these outside the standard values, but it is still useful to know the profile for an 'average' creature of each race. A profile is written in a horizontal line like this:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
NA	100	100	10	10	NA	100	NA	100	100	100	100	100	100

The players' characters have characteristics based on their racial average, but which are slightly modified to reflect individual weaknesses and strengths. During the game, players will be given the opportunity to increase their characteristic scores up to the maximum level. Absolute maximums are given above - NA means that there is no maximum.

•CREATING THE CHARACTER PROFILE•

To create their characters, each player will need a record sheet, some scrap paper and a pencil. A blank record sheet is given at the end of this section, which you can copy beforehand to make sure you have enough record sheets for all the players.

For each character, you must first decide from which of the four character races it will be - Human, Elf, Dwarf or Halfling. Read through the descriptions of the four races now. It may be that you will also choose to pick a gender and a name for your character now - this can be done at any time during the process.

Once you have decided upon a race for your character, you will be ready to generate his or her characteristics. For each of the characteristics roll the dice indicated and note down the result on a piece of scrap paper. It may prove necessary to further modify the various characteristics during the character creation process, so it is not a good idea to write the scores straight onto the record sheet.

CHARACTER RACE				
	MAN	**ELF**	**DWARF**	**HALFLING**
M	D3+2	D3+2	D2+2	D2+2
WS	2D10+20	2D10+30	2D10+30	2D10+10
BS	2D10+20	2D10+20	2D10+10	2D10+20
S	D3+1	D3+1	D3+1	D3
T	D3+1	D3+1	D3+2	D3
W	D3+4	D3+3	D3+5	D3+3
I	2D10+20	2D10+50	2D10+10	2D10+40
A	1	1	1	1
Dex	2D10+20	2D10+30	2D10+10	2D10+30
Ld	2D10+20	2D10+30	2D10+40	2D10+10
Int	2D10+20	2D10+40	2D10+20	2D10+20
Cl	2D10+20	2D10+40	2D10+40	2D10+10
WP	2D10+20	2D10+30	2D10+40	2D10+30
Fel	2D10+20	2D10+30	2D10+10	2D10+30

Example:
We are going to create a character by way of example. First, we choose the character's race, gender and name. We decide to create a Human male called Clem Shirestock.

Next, we roll to generate each characteristic, and note down the results on scrap paper.

M	WS	BS	S	T	W		A	Dex	Ld	Int	Cl	WP	Fel
4	28	38	3	3	6	29	1	33	30	32	25	37	32

Clem is a fairly average sort of character, although his BS is fairly good, which makes him a good shot with a bow or other missile weapon. His Cl is slightly weak, but not too much of a disadvantage and his WP is strong, making him difficult to affect by magic.

•RACIAL ABILITIES•

Copy out the racial abilities given in the brief description for your character's race. This will tell you which languages the character can speak, whether the character has Night Vision (the ability to see in the dark) and if so, how far. Also included amongst racial abilities are psychological factors (discussed in detail later). Copy all of these onto your record sheet in the space provided, or in the section for notes.

•THE FOUR RACES•

Players will begin by playing a character from one of the four main races which inhabit the fantasy realm of the Old World - Human (or Man), Elf, Dwarf or Halfling. Of these, Humans are the most common and this is the recommended race for novice players. More experienced players may decide to take the roles of characters of races outside of these basic four - details on playing characters of other races will be published in future **Warhammer Fantasy Roleplay** supplements. For now, only the four major races will be considered. The alignment shown is that of the majority of the race, but players can choose any alignment for their characters (see *Alignment* below). A more detailed description of each race, including cultural history and background, can be found in the **Bestiary** of this book.

•HUMAN•

Humans, or Men, are the most numerous of the four races of the Old World and the most successful. For this reason, they are are often referred to simply as 'Old Worlders'. Humans look pretty much like ourselves, but may be somewhat more rugged, living as they do in a more vigorous and demanding age.

Speak	Old Worlder
Night Vision	Zero
Alignment	Neutral
Height	Male 5'4" + D10" Female 5' + D10"
Psychology	No special psychology rules.

•WOOD ELVES•

Elves are rare, wondrous people, living deep within the forests of the Old World, and only rarely making an appearance within human society. They look similar to Humans, but are far more comely, with perfectly proportioned faces and laughing blue eyes. Elves tend to be of slender build, and somewhat fragile. Their ears may be finely pointed. They live in harmony with nature, tending the trees, and protecting the woodlands from malignant creatures such as Goblins. They are fastidious, with refined sensibilities and a love of good music and food. They find most Humans brutish and repugnant. However, they reserve the greatest part of their contempt for Dwarfs, who they consider to be vulgar and destructive. Although Elves are peaceful, they are fine archers and fearless Warriors as their enemies can testify.

Speak	Old Worlder Elthárin (Elvish)
Night Vision	30 yards
Alignment	Good
Height	Male 5'6" + D10" Female 5'4" + D10"
Psychology	No special psychology rules.

•DWARFS•

Dwarfs are short, burly creatures, immediately recognisable by their long hair and thick beards. They have a natural affinity with the mountains, where they live in caverns and mines hewn from the rock. Dwarfs are expert stone-workers, and generally adept at all manner of industrial crafts, such as ironworking, the making of fine swords and the manufacture of superb jewellery. Some Dwarfs live amongst Humans as metal-workers or craftsmen of some kind, and their work is highly prized. Physically they are resilient, quite strong and rather ugly. They are somewhat greedy, gruff, unfriendly, short-tempered and antisocial. They tolerate Humans because they have so many business dealings with them, but dislike Elves, who they find arrogant and irritating, and with whom they have little in common. They favour axes as weapons of war, and make very sturdy Warriors. They are not very magical, however, and their disposition tends to make them rather poor Academics.

Speak	Old Worlder Khazalid (Dwarfish)
Night Vision	30 yards
Alignment	Neutral
Height	Male 4'4" + D10" Female 4'2" + D10"
Psychology	Hatred for Goblins, Orcs and Hobgoblins. Subject to *animosity* against Elves.

•HALFLINGS•

Halflings are small and slight of frame but with rather rotund features and pot-bellies. They cannot grow beards and are shorter than Dwarfs, so the two races are easily told apart. Their hands and feet tend to be large and hairy, and they prefer to go barefoot. They are not a very numerous people, living in a small secluded part of the Old World, protected by the surrounding lands of Humans. Consequently, life for a young Halfling is often very boring, and many seek adventure in the outside world. They are nimble-fingered and stealthy by nature, so they make good Thieves. Halflings are extremely friendly and easy-going, they enjoy merry-making and especially eating - and are usually the first to suggest visiting a local inn or stopping for a break.

Speak	Old Worlder
Night Vision	20 yards
Alignment	Neutral
Height	Male 3'4" + D10" Female 3'2" + D10"
Psychology	No special psychology rules

•AGE•

Players must roll dice to discover the exact age of their characters, but they have the choice of creating either a young or mature individual. Throw the dice indicated. If a young character is wanted use the first instruction given, for an older character use the second.

Humans: 6D6/6D10 years. If the result is less than 16 roll again, adding the new score to the original. This gives a potential age range for Humans of between 16 and 75 years.

Elves: 10D12/10D20 years. If the result is less than 16, roll again, adding the new score to the old. This gives a potential age range for Elves of between 16 and 215 years.

Dwarfs: 9D12/9D20 years. If the result is less than 16, roll again, adding the new score to the old. This gives a potential age range for Dwarfs of beteen 16 and 195 years.

Halflings: 10D6/10D12 years. If the result is less than 16, roll again, adding the new score to the old. This gives a potential age range for Halflings of between 16 and 135 years.

Obviously some characters do live beyond the ages indicated; but they are so few in number, and of such advanced years, that they have not been included in the generation system. Note down the age of your character on your record sheet.

Example:
We opt for Clem Shirestock to be a young character, roll 6D6 and record scores of 3, 2, 5, 3, 6 and 6. Total 25 years of age. This is a fairly average score for a young character.

•ALIGNMENT•

Alignment is a device for defining a character's attitude to the world and other characters. It is used to determine the creatures' reactions when they are encountered, and will sometimes dictate the character's own actions. Generally speaking, only characters of the same alignment are going to get on well. There will always be some degree of antipathy between characters of different alignments.

The exact definition of each alignment follows in the **Gamesmaster's Section**. They are mostly self-explanatory - evil characters are basically evil and good characters are basically good. Chaos represents constant destruction and renewal, whereas Law represents a stasis of perfection in which nothing ever changes in the slightest degree, leaving Neutral characters as fairly free-minded and liberal beings, uncommitted to a particular frame of mind. For the first game, players are not permitted to choose their alignment, but must use the standard alignment for their race. This is Neutral for all races but Elves, who must be Good.

Further details of the alignments can be found in the **Gamesmaster's Section**.

Example:
Clem Shirelock is a Human, and therefore must be of Neutral alignment, making him open-minded and unprejudiced. Other Humans he may meet will be drawn from all five alignments.

•FATE•

Fate is the essential difference that marks the character as an adventurer, rather than an ordinary run-of-the-mill citizen. Adventurer characters have a destiny, a mission, a definite goal in life. They may not be aware of what this is, it may not be very glorious, it may not even be particularly pleasant, but the character is marked out by the gods to do it - whatever it is. Because your adventurers are marked by Fate, they are unlikely to be cut in two by the first Goblin to swing an axe in their direction - they are marked for better things!

To represent this, characters are alloted a number of *Fate Points*, which can be used during the game to save them from serious injury or death. The gamesmaster can explain how Fate Points work if the players wish, but for now it is enough to know that Fate Points are precious - they will certainly preserve the character's life!

Fate and destiny are tied up with the will of the gods and the fate of the planet as a whole. The world is changing, Humanity is in the ascendant and the other races are on the wane. That is not to say that individuals of other races do not have a significant part to play in the histories yet to be written; however, the player who chooses to play a Human character has a definite edge. Generate the number of Fate Points as follows and mark down your score in the appropriate space on your record sheet:

Humans: D3 + 1 Fate Points
Elves: D3 - 1 Fate Points, but have a minimum of 1
Dwarfs: D3 Fate Points
Halflings: D4 Fate Points

Example:
Clem Shirestock is a Human, so we roll a D3, and score a 2. With the +1 modifier, we see that Clem has 3 Fate Points.

•CAREER CLASSES•

Now that you have generated the profile for your character, it is time to develop some background for this new person. After all, characters are *real* people - they don't just pop into existence when you roll up their profile, they have pasts, talents and personalities unique to themselves. To begin with, the player is allowed to choose one of four broad categories of background - or Career Classes; *Warrior, Ranger, Rogue* or *Academic*. Within each broad class there are numerous divisions of ability, but the divisions reflect four fundamentally different backgrounds. These will then be developed, so that the players know more about what their characters were before they started adventuring. After all, you never know when the information might prove very important.

Warriors: come from a fighting background. This is not necessarily the military, but will always have involved hand-to-hand combat skills of some kind. For example, Warrior characters might have been Pit Fighters, Bodyguards or Mercenaries.

Rangers: are independent rural characters. Their lives may have been spent tending animals, or roaming the woodlands or mountains. Such characters might have been Herdsmen, Gamekeepers or Trappers.

Rogues: live largely by their wits, usually in the cities where they can make a living from the mass of common and gullible people. Typically, they will have been Thieves, Entertainers or Beggars.

Academics: are the educated persons of society. They can read and write (which practically no-one else can), and they often have lucrative jobs amongst the professions or skilled crafts. Many Academics will have started out as Artisans, Clerics, Lawyers or Wizards.

Players are free to choose their Career Class within the following restrictions. Once you have decided upon a class note it down on scrap paper, or write it straight onto your record sheet:

Class	Restriction
Warrior	The character must have a WS of at least 30
Ranger	The character must have a BS of at least 30
Rogue	The character must have an I of at least 30. An Elf must have an I of at least 65 (Elves, being Good, are not naturally given to exploit or manipulate people).
Academics	The character must have an Int of at least 30, and a WP of at least 30.

Example:
Clem Shirestock has too low a WS to be a Warrior, and too low an I to be a Rogue - so we have a choice between Ranger and Academic. Since he seems to be fairly handy with missiles - a high BS - we opt to make him a Ranger.

•SKILLS•

Skills are specific abilities, such as riding a horse, being able to pick pockets, or read. There are a great many of these skills in the game, and they play an important part. To determine how many skills a character has, roll a D4 and modify the result by the character's age. The following chart gives the standard modification for different age brackets. There is a separate column for each race because they mature and age at different rates - 70 is very old for a Human, but quite young for a Dwarf or Elf. Note - the modifications are not cumulative - a 70 year old Dwarf has D4 +1 skills, an 80 year old Dwarf has D4 +2 skills. Older characters have fewer skills due to creeping senility, failing physique and a tendency to get 'out of touch'.

Age	Human	Elf	Dwarf	Halfling
16 - 20	-	-	-	-
21 - 30	+1	-	-	-
31 - 40	+2	-	-	+1
41 - 50	+1	+1	+1	+1
51 - 60		+1	+1	+1
61 - 70	-1	+1	+1	+1
71 - 80	-2	+1	+2	-
81 - 90		+1	+2	-
91 - 100		+2	+2	-
101 - 110		+2	+1	-1
111 - 120		+2	+1	-1
121 - 130		+2	+1	-2
131 - 140		+2	-	-2
141 - 150		+3	-	
151 - 160		+3	-	
161 - 170		+3	-	
171 - 180		+3	-1	
181 - 190		+3	-1	
191 - 200		+2	-2	
201 - 210		+1		
211 - 220		-		

•DETERMINING SKILLS•

To determine a character's skills, find the Skill Chart for the chosen Career Class - Warrior, Ranger, Rogue or Academic. There are some mandatory skills for each race, explained below, and these must be taken before other skills are rolled. If the character still has some skills left to determine, they are randomly generated by a percentage roll on the appropriate *Skill Chart*.

•MANDATORY SKILLS•

Humans: The main advantage Humans have is that they are versatile. Human characters dice for all their initial skills randomly, on the Skill Chart for their chosen Career Class.

Elves: All Elves have *Excellent Vision*. If the character has two or more initial skills, the second will be one from *Dance, Musicianship* or *Sing*, with an equal chance of each. Any remaining initial skills should be diced randomly on the Skill Chart for the chosen Career Class.

Dwarfs: All Dwarfs have *Mining*. If the character has two or more initial skills, the second will be one from *Smithing* or *Metallurgy* with an equal chance of each. Any remaining initial

skills should be diced randomly on the Skills Chart for the chosen Career Class.

Halflings: All Halflings can *Cook*. If the character has two or more initial skills, the second will be one from *Herb Lore* or *Specialist Weapon - sling* or *Silent Move Rural*, with an equal chance of each. Any remaining initial skills should be diced randomly on the Skill Chart for the chosen Career Class.

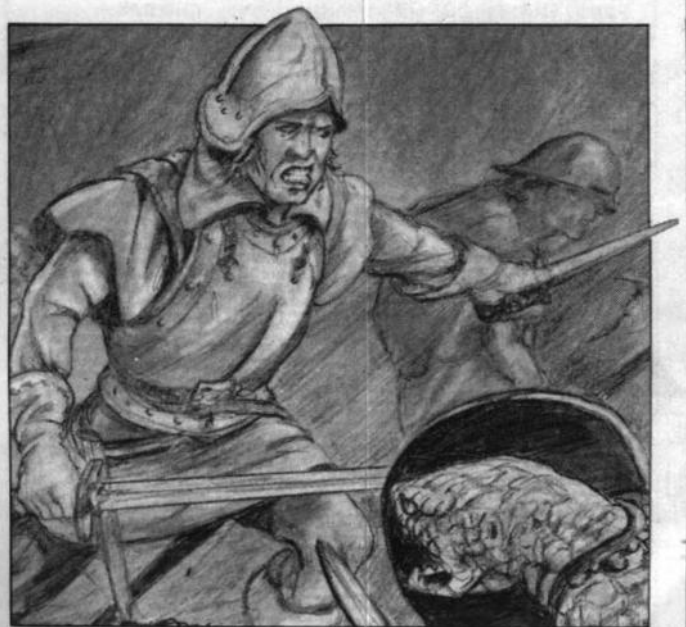
•SKILL CHARTS•

The following charts are used to determine characters' initial skills. Once a player has determined how many skills the character has (see *Skills* - above), roll a D100 for each (after checking the *Mandatory Skills* - above), and consult the appropriate table and column for the character's race and Career Class. Note down the skills on a piece of scrap paper as they are generated. If the same skill is rolled twice, ignore the second result and roll again. Consult the *Skills Descriptions* for the details of each skill.

WARRIOR SKILL CHART

D100 Roll by character race

Human	Elf	Dwarf	Halfling	Skill Title
01-05	01-05	01-05	01-05	Acute Hearing
06-10	06-10	06-10	06-10	Ambidextrous
11-15	11-15	11-15	11-15	Dance
16-20	16-20	16-20	16-20	Disarm
21-25	21-25	21-25	21-25	Dodge Blow
26-30	26-30	26-30	26-30	Drive Cart
31-35	31-35	31-35	31-35	Excellent Vision
36-40	36-40	36-40	36-40	Fleet Footed
41-45	41-45	41-45	41-45	Lightning Reflexes
46-50	46-50	-	46-50	Luck
51-55	51-55	46-50	51-55	Night Vision
56-65	56-65	51-60	56-65	Read/Write
66-75	66-70	-	-	Ride
76-80	71-75	61-65	66-70	Scale Sheer Surface
-	76-80	-	71-75	Silent Move Rural
-	-	-	76-80	Silent Move Urban
81-85	81-90	66-70	81-85	Sing
86-90	91-95	71-75	86-90	Sixth Sense
91-95	96-00	76-90	91-95	Very Resilient
96-00	-	91-00	96-00	Very Strong



RANGER SKILL CHART

D100 Roll by character race

Human	Elf	Dwarf	Halfling	Skill Title
01-05	01-05	01-05	01-05	Acute Hearing
06-10	06-10	06-10	06-10	Ambidextrous
11-15	11-15	11-15	11-15	Astronomy
16-20	16-20	16-20	16-20	Dance
21-30	21-25	21-30	21-30	Drive Cart
31-35	-	31-35	31-35	Excellent Vision
36-40	26-35	36-40	36-40	Fleet Footed
41-45	36-40	41-45	41-45	Lightning Reflexes
46-50	41-45	-	46-50	Luck
51-55	46-50	46-50	51-55	Night Vision
56-60	51-55	51-55	56-60	Orientation
61-65	56-60	-	61-65	Prepare Poisons (Herbal)
66-70	61-65	56-60	66-70	Read/Write
71-75	66-70	-	-	Ride
76-80	71-75	61-65	71-75	Scale Sheer Surface
-	76-80	-	76-80	Silent Move Rural
81-85	81-90	66-70	81-85	Sing
86-90	91-95	71-75	86-90	Sixth Sense
91-95	96-00	76-90	91-95	Very Resilient
96-00	-	91-00	96-00	Very Strong

ROGUE SKILL CHART

D100 Roll by character race

Human	Elf	Dwarf	Halfling	Skill Title
01-05	01-05	01-05	01-05	Acute Hearing
06-10	06-10	06-10	06-10	Ambidextrous
11-15	11-15	11-15	11-15	Blather
16-20	16-20	16-20	16-20	Bribery
21-25	21-25	21-25	21-25	Dance
26-30	26-30	26-30	26-30	Dodge Blow
31-35	31-35	31-35	31-35	Excellent Vision
36-40	36-40	36-40	36-40	Flee!
41-45	41-45	-	-	Fleet Footed
46-50	46-50	-	41-45	Lightning Reflexes
51-55	51-55	41-45	46-50	Luck
56-60	56-60	46-50	51-55	Night Vision
61-65	61-65	-	-	Ride
66-70	66-70	51-55	56-60	Scale Sheer Surface
71-75	71-75	-	61-65	Silent Move Rural
76-80	76-80	-	66-70	Silent Move Urban
81-85	81-85	56-60	71-75	Sing
86-90	86-90	61-65	76-80	Sixth Sense
91-95	91-95	66-70	81-85	Street Fighting
96-00	-	71-90	86-95	Very Resilient
-	96-00	91-00	96-00	Very Strong

ACADEMIC SKILL CHART

D100 Roll by character race

Human	Elf	Dwarf	Halfling	Skill Title
01-05	01-05	01-05	01-05	Acute Hearing
06-10	06-10	06-10	06-10	Ambidextrous
11-15	11-15	-	11-15	Astronomy
16-20	16-20	11-15	16-20	Blather
21-25	21-25	16-20	21-25	Cryptography
26-30	26-30	21-25	26-30	Dance
31-35	-	26-30	31-35	Drive Cart
36-40	31-35	-	-	Etiquette
41-45	36-40	31-35	36-40	Excellent Vision
46-50	41-45	36-40	41-45	Flee!
-	46-50	-	-	Fleet Footed
51-55	51-55	41-45	46-50	Heraldry
56-60	56-60	-	51-55	Lightning Reflexes
61-65	61-65	46-50	56-60	Luck
66-70	66-70	51-55	61-65	Read/Write
71-75	71-75	-	-	Ride
-	-	56-60	-	Scale Sheer Surface
-	76-80	-	66-70	Silent Move Rural
76-80	-	61-65	71-75	Silent Move Urban
-	81-85	-	76-80	Sing
81-85	86-90	66-70	81-85	Sixth Sense
86-90	91-95	71-75	86-90	Super Numerate
91-95	96-00	76-90	91-95	Very Resilient
96-00	-	91-00	96-00	Very Strong

Example:
Clem Shirestock is a 25 year-old Ranger. From his age, we can work out that he has D4+1 initial skills. We roll a 2 - so Clem has 3 initial skills. As a Human, he has no mandatory skills. Consulting the chart for Rangers, and rolling 07, 41 and 77, we find that Clem has already acquired the skills ***Ambidextrous, Lightning Reflexes*** *and* ***Scale Sheer Surface****. These are noted on the record sheet.*

•TRAPPINGS•

All characters start off their new adventuring careers with a certain amount of equipment, items that they have already acquired during their previous activities. This equipment, and all the money the character has, are called the character's *trappings*. Each Career Class has a set of general trappings as described below.

Warriors: are equipped with a suit of sturdy, practical clothing, including hooded cloak and boots. They carry a sling bag, backpack or sack, containing: a pewter tankard and cutlery, a tinderbox and a blanket. Warriors carry some sort of hand weapon, usually a sword, but players may choose an axe or mace if they prefer. A knife is also carried, tucked into the belt or boot. A helmet is worn for protection. The character also has a purse containing 3D6 Gold Crowns.

Rangers: wear a suit of good, but weather-worn and travel-stained clothing, including a tatty hat, hooded cloak and thick leather boots. A leather bag or backpack contains D3 blankets, cutlery, a tinderbox and small cooking pot. A flask of water hangs over one shoulder, whilst a hand weapon hangs from the belt - this is usually a sword, although the player may choose an axe instead if he wishes. A small knife is carried in a sheath. The character has a purse or money belt containing 3D6 Gold Crowns.

Rogues: begin the game wearing a suit of sturdy, if rather worn, clothing, including boots or shoes. The character carries a knife tucked into a belt or boot, and a well-secreted purse containing 3D6 Gold Crowns.

Academics: have a suit of decent, light-weight clothes including sandles or soft shoes. A knife is carried tucked in the belt, alongside a purse of 3D6 Gold Crowns.

•DETERMINING CAREER•

Within each broad Career Class, there are a number of individual Careers, which narrow down and give additional details of the character's past, and which give them some additional Trappings and Skills. For example, a Ranger class character might have been a Herdsman and have additional skills such as *Animal Care* and *Charm Animal*, as well as associated Trappings such as a slingshot and shepherd's pipes. Players are not free to choose their Careers in the same way as they chose their general class, but must abide by a dice roll. Use the charts below to determine the character's career, and consult the *Basic Career Descriptions* for details.

The first time you play, the sheer choice of Careers open to your characters might seem daunting - how is anyone meant to read and remember all this? The answer is - you don't! Since the Career will be determined by the roll of percentage dice, the only Careers you need to know about are those the players first roll up for their characters. In time, you will know more about the game and what you want to get out of it, and you might begin to allow players to pick Careers, and you will design many Non-Player Characters with all kinds of different backgrounds and careers. That is the strength of the game.

One point to remember about NPCs. Not all of them will be adventurers like the player characters. For them, the Career Descriptions should be read as a description of what they do *now*, and not what they left behind when they made the decision to become adventurers. Even some player characters might keep their 'day jobs' going, while they start off on their life of adventure.

WARRIOR BASIC CAREER CHART

D100 Roll by character race				
Human	Elf	Dwarf	Halfling	Career
01-10	01-10	01-10	01-15	Bodyguard
11-20	-	11-15	16-20	Labourer
21-25	11-20	-	-	Marine
26-35	21-30	16-25	-	Mercenary
36-40	31-35	26-35	21-30	Militiaman
41-45	36-45	36-40	31-35	Noble
46-55	46-50	41-45	36-40	Outlaw
56-60	-	46-50	-	Pit Fighter
61-65	51-55	51-55	-	Protagonist
66-70	56-65	-	-	Seaman
71-80	66-70	56-60	41-55	Servant
81-90	71-85	61-70	56-70	Soldier
91-95	86-95	71-75	71-80	Squire
-	-	76-85	-	Troll Slayer
-	-	86-95	-	Tunnel Fighter
96-00	96-00	96-00	81-00	Watchman

RANGER BASIC CAREER CHART

D100 Roll by character race				
Human	Elf	Dwarf	Halfling	Career
01-05	01-10	-	-	Boatman
06-10	11-15	01-10	-	Bounty Hunter
11-15	16-20	11-15	01-05	Coachman
16-20	21-30	-	06-10	Fisherman
21-30	31-40	16-20	11-20	Gamekeeper
31-40	41-50	-	21-30	Herdsman
41-45	51-60	21-25	31-40	Hunter
46-50	61-65	26-35	41-50	Muleskinner
51-55	66-70	-	-	Outrider
56-60	71-80	-	-	Pilot
61-65	-	36-55	-	Prospector
66-70	-	56-65	51-65	Rat Catcher
71-75	-	66-70	66-70	Roadwarden
-	-	71-85	-	Runner
76-80	-	86-90	71-75	Toll-Keeper
81-90	81-90	91-00	76-85	Trapper
91-00	91-00	-	86-00	Woodsman

ROGUE BASIC CAREER CHART

D100 roll by character race				
Human	Elf	Dwarf	Halfling	Career
01-05	01-05	-	01-05	Agitator
06-15	06-10	01-05	06-10	Bawd
16-25	-	06-10	11-15	Beggar
26-35	11-25	11-15	16-25	Entertainer
36-45	26-30	16-20	26-30	Footpad
46-50	31-40	21-25	31-35	Gambler
51-55	-	26-35	36-40	Grave Robber
56-60	-	36-45	41-45	Jailer
-	41-50	-	-	Minstrel
61-65	51-60	46-50	46-55	Pedlar
66-70	61-70	51-55	56-65	Raconteur
71-75	71-75	56-60	66-70	Rustler
76-80	76-85	61-70	71-80	Smuggler
81-95	86-00	71-90	81-95	Thief
96-00	-	91-00	96-00	Tomb Robber

ACADEMIC BASIC CAREER CHART

D100 roll by character race				
Human	Elf	Dwarf	Halfling	Career
01-10	01-10	01-10	01-10	Alchemist's Apprentice
11-20	11-15	11-20	11-25	Artisan's Apprentice
21-25	-	-	-	Druid
-	-	21-35	-	Engineer
26-30	-	36-40	26-30	Exciseman
31-35	16-30	-	31-40	Herbalist
36-40	31-35	-	-	Hypnotist
41-50	36-40	41-45	41-45	Initiate
51-55	41-45	46-55	46-55	Pharmacist
56-60	46-50	56-60	55-60	Physician's Student
61-70	51-55	61-70	61-70	Scribe
71-75	56-65	71-75	71-75	Seer
76-80	66-70	76-80	76-80	Student
81-90	71-85	81-98	81-98	Trader
91-00	86-00	99-00	99-00	Wizard's Apprentice

Once you have determined a character's career, consult the appropriate entry in the descriptions which follow. These provide a summary of the character's past career, and should give the player a good idea of what sort of person the character is. The career represents the character's past experiences - the character is now, of course, an adventurer. However, the player might like to consider the character to be actively engaged still in that career when not busy adventuring. This is especially true of Academic careers, where characters must continue studying in between adventures if they are going to become more powerful.

Example:
Clem Shirestock is a Human Ranger, and rolling 53% on the appropriate column of the Ranger chart, we find his previous Career was as an Outrider.

•ADDITIONAL SKILLS•

The Career Description includes additional skills for the character. These are acquired immediately and can be entered on the player's record sheet. Some skills require a percentage roll for them to be available to the character, and this roll should be made now. If the player rolls a D100 which is equal to or less than the number percentage chance given for the skill, it can be added to the record sheet.

It is possible that a skill gained at this stage will duplicate one that the character has already gained, as a mandatory skill of his or her race, for example. Most skills can only be acquired once, so a skill gained for a second time is ignored.

•ADDITIONAL TRAPPINGS•

The Career Description includes additional Trappings for the character, these are acquired immediately and should be noted down on the record sheet.

•MAGIC POINTS•

Some Academics have the ability to cast spells. In order to do so, they need *magic points*. Magic points represent the psychic energy the character draws on to cast a spell. If the additional skills for your character's Career include *Cast Spells*, your character will need magic points. See the **Magic Section** - *Magician* and/or *Priest Careers* for details of the Magic Points your character starts the campaign with.

•ADVANCE SCHEME•

Every Career has an associated Advance Scheme. The scheme represents the way a character gets better at his job as time goes by, and allows the player to increase certain characteristics during play. Copy the scheme for your character onto the record sheet in the space reserved for *Advance Scheme*. The scheme indicates which of the character's characteristics may be increased and by how much. This is not an immediate bonus - the advances must be earned during play. Schemes are related to characters' careers, and represent their potential to exploit their background by developing certain aspects of their physique and personality. Don't worry about how the Advance Scheme works at the moment, just copy it down onto your record sheet for future reference.

•THE FREE ADVANCE•

Adventurers are a cut above the normal population of the world - that is what marks them out as heroes with a destiny. To reflect this, the first advance is 'earned' now, and the player is allowed to advance any one characteristic by +1 for S, T, and W, or by up to +10% for other characteristics. Once the player has decided which advance is to be taken, the *Current Profile* line should be filled in on the record sheet, incorporating the advance. A note of how much has been taken should be made in the *Advance Scheme* characteristic, so that you remember the advance has been taken.

Example:
We have already established that Clem Shirestock is to be a Ranger and rolled on the Career Chart for Rangers to find that his past Career was as an Outrider. The section on Outriders gives additional skills, Trappings and an Advance Scheme:

Outriders are experienced fighting-men, employed to reconnoitre to the front and flanks of travelling parties and armies, keeping a lookout for possible attackers and other problems. Most base their skill on an intimate knowledge of the area through which they journey. They are expected to operate more or less independently of the party or army they serve, and must be able to look after themselves and live off the land as they go. Occasionally they undertake long-range patrols along dangerous borders or troublesome areas, operating in the same way as a Scout and gathering information on potential hazards, troop movements and other activity.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10				+10	+10		

Skills
Animal Care
Follow Trail
Orientation
Ride Horse
Silent Move Rural
Specialist Weapon Skill - Lasso
75% chance of Secret Signs - Scouts' or Woodsman's (equal chance of either)

Trappings
Horse, saddle and harness
Bow or crossbow and ammunition
Mail shirt
Rope - 10 yards
Shield

Career Exits
Highwayman
Mercenary
Scout

We add the new Trappings and skills onto those already determined, and fill in the Advance Scheme as shown on the sample character record sheet. The character is permitted 1 advance before the game, and we decide to take +10% WS to improve Clem's hand-to-hand combat abilities. The Profile part of Clem's character sheet should now read:

Starter Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	28	38	3	3	6	29	1	33	30	32	25	37	32

Outrider Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10				+10	+10		

Current Profile

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	38	38	3	3	6	29	1	33	30	32	25	37	32

•SUMMARY OF CHARACTER CREATION•

1 Decide race, gender and name for yourself
2 Note down languages spoken, and any racial abilities
3 Determine profile
4 Determine the character's age
5 Note alignment
6 Determine Fate Points
7 Select Career Class
8 Determine initial skills
9 Determine career
10 Note new skills, trappings and advance scheme.
11 Take a free advance.

•BASIC CAREERS•

This section contains full details of all the Basic Careers - everything you will need to understand the role your new character is to play. Remember, however, that a Basic Career is not necessarily the career that the character is to follow from now on - it is more an indication of the life the character has lived up until now, the source of the skills and trappings picked up along the way. From now on, the character can be considered as a professional adventurer, although he or she may go onto an advanced career. *Career Exits* are the careers which characters may move onto after they have accumulated enough Experience Points - don't worry too much about them at this stage. Your gamesmaster has full details of all the Advanced Careers.

ALPHABETICAL LIST OF BASIC CAREERS

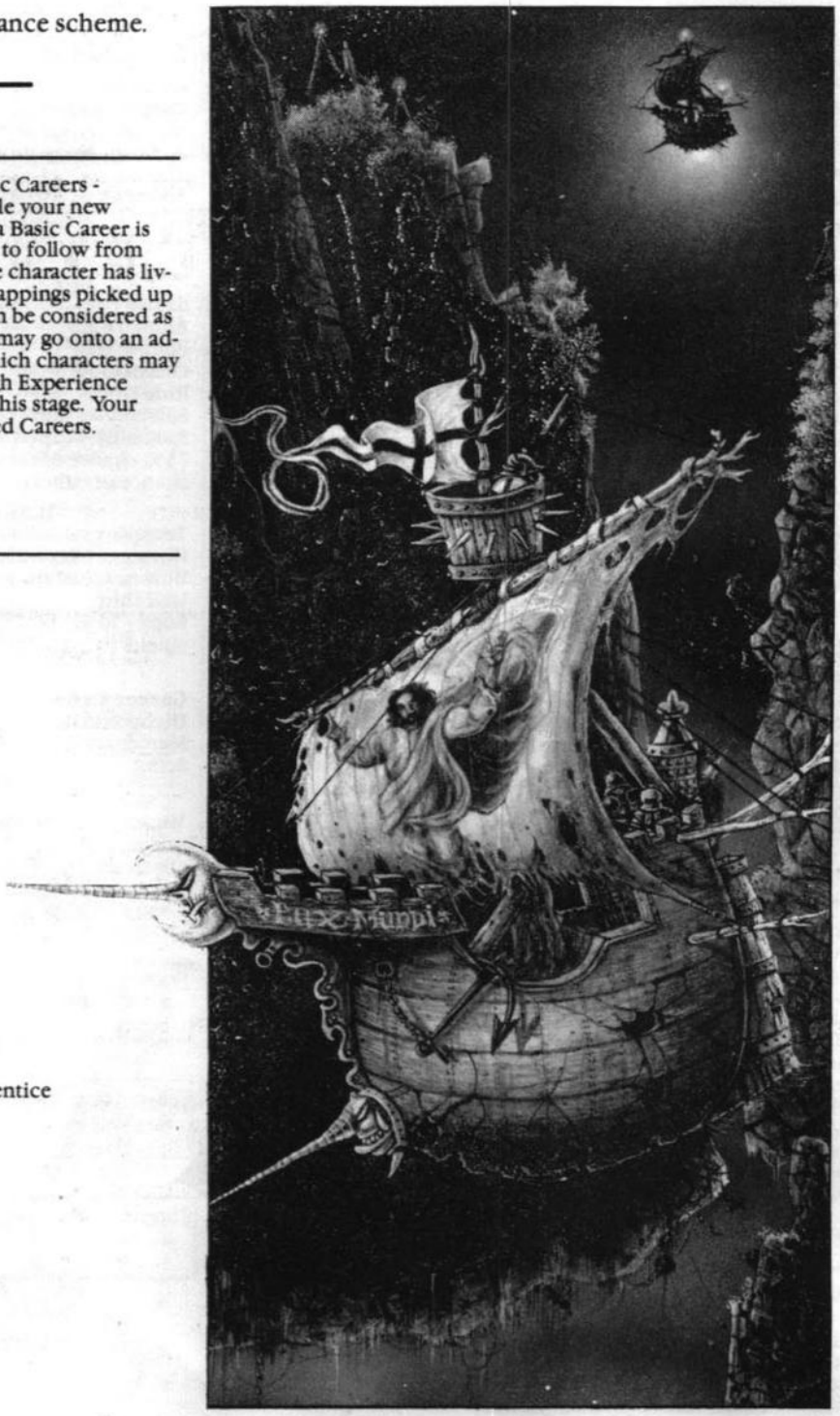
Agitator
Alchemist's Apprentice
Artisan's Apprentice
Bawd
Beggar
Boatman
Bodyguard
Bounty Hunter
Coachman
Druid
Engineer
Entertainer
Exciseman
Fisherman
Footpad
Gambler
Gamekeeper
Grave Robber
Herbalist
Herdsman
Hunter
Hypnotist
Initiate
Jailer
Labourer
Marine
Mercenary
Militiaman
Minstrel
Muleskinner
Noble
Outlaw
Outrider
Pedlar
Pharmacist
Physician's Student
Pilot
Pit Fighter
Prospector
Protagonist
Raconteur
Rat Catcher
Roadwarden
Runner
Rustler
Scribe
Seaman
Seer
Servant
Smuggler
Soldier
Squire
Student
Thief
Toll-keeper
Tomb Robber
Trader
Trapper
Troll-Slayer
Tunnel Fighter
Watchman
Wizard's Apprentice
Woodsman

•BASIC CAREER DESCRIPTIONS•

The following career descriptions give players the details of the careers in which their characters started adult life. In addition to a description of the career, and its place in the Old World, there is the following information:

Advance Scheme
Skills
Trappings
Career Exits

See above for the details of these rules.



•AGITATOR•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10			+10				+10

Agitators are active supporters of causes. Almost any cause will do, from the rights of common Humans (or Elves, Dwarfs, or Halflings) to the state of the drains. They campaign tirelessly to enlist support, addressing meetings, distributing leaflets and bending the ear of anyone who will listen. To an Agitator, the greatest satisfaction is to see the establishment forced to act by the weight of public opinion. Some Agitators are motivated by genuine public concern, but many more have their own interests at heart - the winning side in a dispute will often reward its most loyal servants handsomely. Often, the cause of civilisation has been seriously damaged by meddling Agitators, although they can often be the cause of much good.The fact that there can be professional busy-bodies of this kind shows how complicated the Old World is.

Skills
Public Speaking
Read/Write

Trappings
Hand Weapon
Leather Jack
2D10 leaflets for various causes

Career Exits
Charlatan
Demagogue
Outlaw

•ALCHEMISTS' APPRENTICE•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1			+10		+10			

The only way to become an Alchemist is by serving an apprenticeship with an experienced Alchemist. All too frequently, however, life as an apprentice is all work and no learning. The apprentice is often treated as an unpaid servant, and spends too much time scrubbing floors and running errands to learn very much of the Alchemist's art. Not surprisingly, therefore, few apprentices stick it out long enough to become proficient Alchemists.

Skills
Brewing
Evaluate
Read/Write
50% chance of Chemistry

Trappings
None

Career Exits
Alchemist, level 1
Bawd
Charlatan
Counterfeiter
Entertainer - Bunko Artist
Grave Robber
Prospector

•ARTISANS' APPRENTICE•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1	+10		+10			+10		

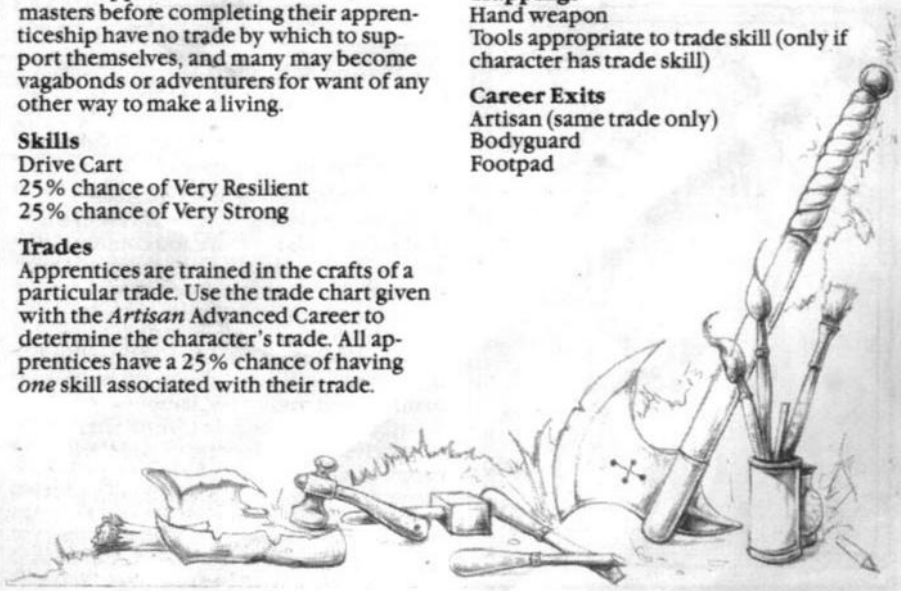
All Artisans learn their trades by taking an apprenticeship. As apprentices, they learn the skills necessary to their profession, earning their keep in the meantime. Sadly, in all too many cases they also work long hours for little reward and are given all the unpleasant, menial jobs to do, and they may be unlucky enough to have an ill-tempered, drunken or incompetent master. Apprentices who leave their masters before completing their apprenticeship have no trade by which to support themselves, and many may become vagabonds or adventurers for want of any other way to make a living.

Skills
Drive Cart
25% chance of Very Resilient
25% chance of Very Strong

Trades
Apprentices are trained in the crafts of a particular trade. Use the trade chart given with the *Artisan* Advanced Career to determine the character's trade. All apprentices have a 25% chance of having *one* skill associated with their trade.

Trappings
Hand weapon
Tools appropriate to trade skill (only if character has trade skill)

Career Exits
Artisan (same trade only)
Bodyguard
Footpad



•BAWD•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10							+10

In virtually any Old World town, there can be found a professional guide and escort to the seedier districts, someone familiar with the full range of illegal and immoral establishments and services to be found there. The whole world over they are known as Bawds. Such men - and they are usually male Humans - know all the best drinking houses and gambling halls, as well as where to find brothels, drug dens, and establishments catering to all manner of other vices. They can gain access to such places for outsiders, and can be relied upon to know which are safe, which are under official scrutiny, and which make a practice of robbing and/or murdering clients. Their services are for hire to any reveller who appears suitably wealthy, although many Bawds are not above leading their new-found companions into 'sucker traps' or gangs of cutthroats, in exchange for a share of the pickings.

Skills
Bribery
Secret Language - Thieves' Tongue
Street Fighting
25% chance of Wit

Trappings
Hand Weapon
Leather Jack
D6 Gold Crowns

Career Exits
Bodyguard
Fence

•BEGGAR•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10		+1	+2								

Beggars are society's outcasts, desperate people with no visible means of support. They are drawn to the towns and cities of the Old World, for the only way they can keep themselves from starving is to beg in the streets. This is a hazardous business, since most Old World towns allow the town watch to beat, brand and throw vagabonds into the stocks almost as they please. The Beggar accepts these risks as an occupational hazard, and often becomes highly skilled in the art of extracting money from passers-by; some play on pity, while others offer blessings or threaten curses in order to fill their begging-bowls. In some of the larger cities, the Beggars have organised themselves into a semi-legitimate Beggars' Guild, which deals with the allocation of pitches, the diverting of official attention and the suppression of amateur or non-affiliated Beggars. In many cases the Beggars' Guilds work in conjunction with the local Thieves' Guild, serving as information-gatherers and lookouts.

Skills
Begging
Concealment Urban
Secret Language - Thieves' Tongue
Secret Signs - Thieves' Signs
Silent Move Urban
25% chance of Consume Alcohol

Trappings
Begging Bowl
Tattered Clothes
Heavy Stick
Bottle of rotgut spirit

Career Exits
Bodyguard
Racketeer
Rat Catcher

•BOATMAN•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10					+10		

The Old World has many coastal settlements, and inland waterways are as important as roads for trade and communications. The Boatman has the same role on water as the Coachman (see below) has on the roads; transporting passengers and goods from place to place and avoiding the unwelcome attentions of robbers and officials. As well as being competent boat-handlers and navigators, therefore, Boatmen need to be able to look after themselves, their passengers and their cargo, as some of the trade routes go through wild and dangerous country.

Skills
Fish
Orientation
River Lore
Row
50% chance of Very Strong
25% chance of Consume Alcohol
25% chance of Boat Building

Trappings
Hand Weapon
Leather Jack
Rowing Boat (moored on nearest water)

Career Exits
Outlaw
Seaman
Smuggler

•BODYGUARD•

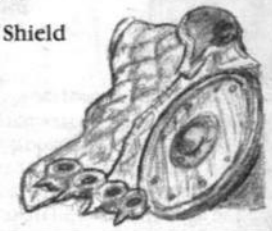
The Old World is a dangerous place, especially if you happen to be outspoken, unpopular, powerful or rich. Since there are plenty of people who can manage these attributes, it is hardly surprising that a class of professional 'minders' has sprung up to keep them from harm. Merchants and Nobles almost always maintain a group of Bodyguards to protect them from those who wish them ill and to keep Beggars and other riff-raff from getting in the way. Bodyguards can vary in nature from semi-skilled heavies to members of what amounts to a private army; the bulk of them, though, are simple thugs who enjoy being paid for beating up unsuspecting citizens.

Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20		+1		+2	+10	+1					

Skills
Disarm
Specialist Weapon - Fist Weapon
Street Fighting
Strike Mighty Blow
Strike to Stun
50% chance of Very Strong

Trappings
Knuckle-dusters
Leather Jack
50% chance of Shield

Career Exits
Bounty Hunter
Footpad
Mercenary
Outlaw Chief



•BOUNTY HUNTER•

Bounty Hunters live by tracking down wanted criminals, bandits or other undesirables and bringing them to justice. By and large, to all but the criminals, this makes them a useful part of Old World civilisation. Rewards may be offered by local rulers, guilds or councils in an effort to dispose of brigands, rampaging Goblin bands or other troublesome creatures. Occasionally, whole races or clans may be outlawed and subject to a bounty and, for a while, an area may draw Bounty Hunters from miles around. As well being skilled fighters, Bounty Hunters must be able to track their quarry without being thrown off the trail, and they tend to be single-minded, harsh and cynical. They are professional killers in every sense, and will not hesitate to resort to means which others might consider distasteful in order to dispatch their quarry. They are loners by nature, trusting no-one and only seeking company where it may serve their ends. Among poorer folk, Bounty Hunters are generally regarded with fear and distrust, since they are not unknown for turning in humble peasants where the true quarry has eluded them. The authorities consider them a necessary evil, but never a welcome one.

Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10					+10		

Skills
Follow Trail
Shadowing
Silent Move Rural
Silent Move Urban
Specialist Weapon - Lasso
Specialist Weapon - Net
Strike Mighty Blow
50% chance of Marksmanship

Trappings
Bow or crossbow and ammunition
Hand Weapon
Mail Shirt
Rope
Net
D4 pairs of Manacles

Career Exits
Assassin
Footpad
Mercenary
Protagonist
Slaver
Targeteer

•COACHMAN•

Travelling the highways of the Old World is a dangerous business, and those who do it regularly develop important skills. The Coachman - who bravely runs the gauntlet daily - faces many hazards; the roads are dangerous and difficult in places, with surfaces seldom adequately maintained, and travellers can expect trouble from bandits, Highwaymen, irate Toll-keepers and inquisitive Roadwardens, to say nothing of the occasional monster or marauding band of Goblins. It is the Coachman's unenviable task to convey passengers and cargo safely through all these hazards, and to carry official messages or messengers when called upon. Few Coachmen stay in the job long enough to benefit from the Teamsters' Guild pension scheme, and some take their skills into a life of adventuring.

Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10					+10		

Skills
Animal Care
Drive Cart
Musicianship - Coach-horn
Ride - horse
Specialist Weapon - Firearms

Trappings
Coach-horn
Blunderbuss, D6 shots of powder and ammunition
Hand Weapon
Mail Shirt

Career Exits
Highwayman
Scout

•DRUID•

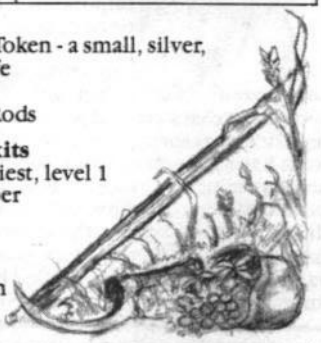
The Druid is a practising member of the Old Faith (see **Religion and Belief**), following a belief whose origin is lost in the mists of antiquity. The Old Faith is outside the main religions of the Old World, but co-exists with them most of the time. Druids pursue a strict code of life, and strive to live in harmony with nature. They long for the natural order of a bygone age, and have little patience with the modern world. Many choose to live apart from it altogether, and all prefer the countryside to town life. Only Humans may become druids.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+1	+10				+10	+10	+10	

Skills
Animal Care
Dowsing
Follow Trail
Identify Plants
Secret Signs - Druid

Trappings
Bag or Sack
Religious Token - a small, silver, sickle-knife
Staff
Dowsing Rods

Career Exits
Druidic Priest, level 1
Gamekeeper
Hunter
Outlaw
Trapper
Woodsman



•ENGINEER•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2			+10		+10			

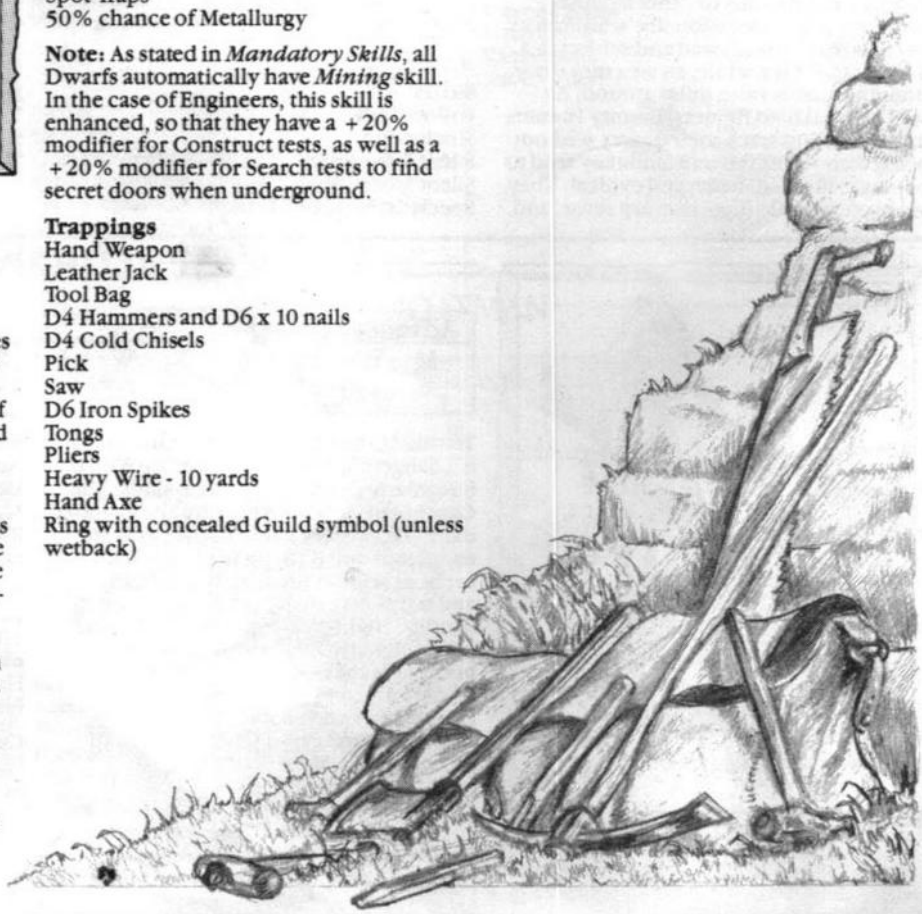
Skills
Carpentry
Drive Cart
Engineering
Read/Write
Secret Signs - Dwarven Engineer's Guild
Set Trap
Smithing
Spot Traps
50% chance of Metallurgy

Note: As stated in *Mandatory Skills*, all Dwarfs automatically have *Mining* skill. In the case of Engineers, this skill is enhanced, so that they have a +20% modifier for Construct tests, as well as a +20% modifier for Search tests to find secret doors when underground.

Trappings
Hand Weapon
Leather Jack
Tool Bag
D4 Hammers and D6 x 10 nails
D4 Cold Chisels
Pick
Saw
D6 Iron Spikes
Tongs
Pliers
Heavy Wire - 10 yards
Hand Axe
Ring with concealed Guild symbol (unless wetback)

Career Exits
Alchemist's Apprentice
Artillerist
Artisan (Carpenter or Stonemason)
Gunner
Sapper
Tunnel Fighter

Dwarvish Engineers are greatly sought after in nearly all parts of the Old World, for they alone have the skill to create the mechanical marvels of the age. The Dwarven Engineers' Guild is a powerful but very secretive body; its structure, rules and the bizarre and sometimes distasteful rituals it employs are founded on centuries of tradition. It has a deep distrust of innovation and invention - if anything had been worthwhile, they maintain, the Guild would have tried it centuries ago. Because of this, and because of the tight control which the Guild maintains over its members, it is not unusual for imaginative and inventive young Dwarfs to leave or be expelled from the Guild and seek employment and patronage outside it. The technical term for these individuals, for historical reasons, is 'wetbacks', although it is unwise to call them this to their faces. Wetbacks can be found working for a number of wealthy patrons in the Old World, and the Guild is increasingly worried about the steady undermining of its position and authority. Guild members and wetbacks rarely treat each other with anything but hostility.



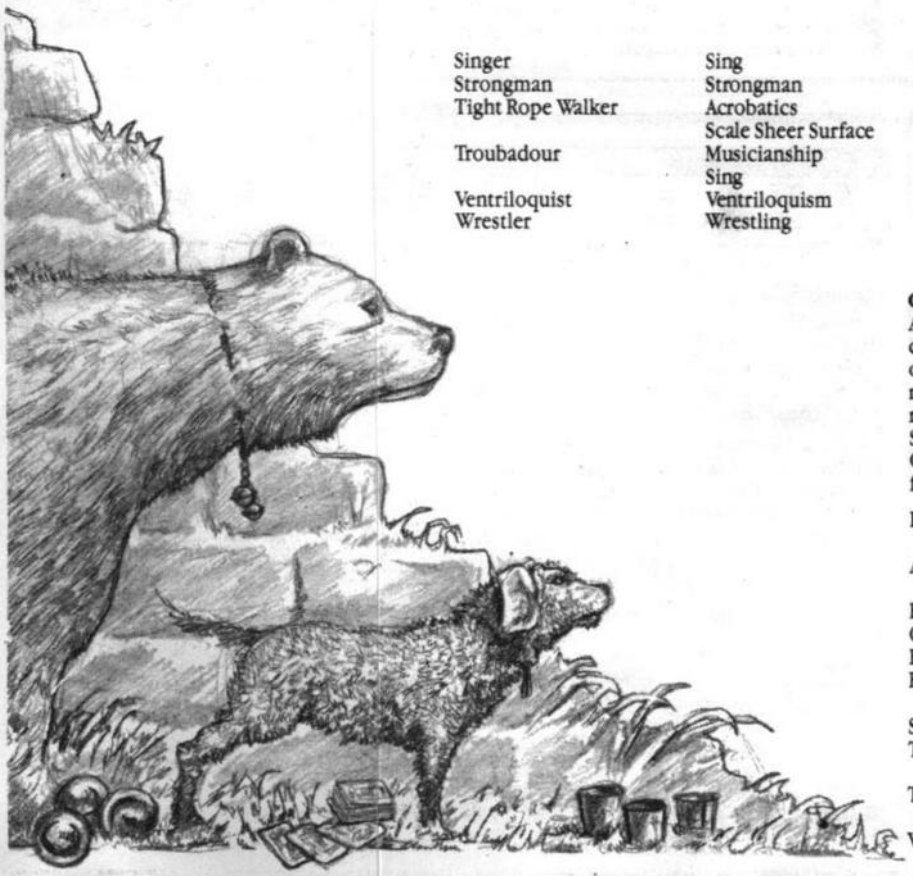
•ENTERTAINER•

Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2			+10					+10

Consult the following table for skills and trappings:

Entertainer	Skills	Trappings
Acrobat	Acrobatics	-
Actor	Acting	-
Animal Act	Animal Care Animal Training	Bear, Horse or D4 Dogs (equal chance of each)
Bunko Artist	Blather	3 wooden cups and 3 balls
	Palm Object	Pack of cards
Comic	Comedian Wit	-
Escapologist	Escapology	D4 yards of chain and D4 locks
Fire Eater	Fire Eating	Flask of protective mouthwash
Fortune Teller	Palmistry	
Hypnotist	Hypnotise	Silver charm on chain
Impressionist	Mimic	-
Jester	Jest	-
Juggler	Juggle	6 wooden balls
Knife Thrower	Specialist Weapon - Throwing Knife	6 throwing knives
Pavement Artist	Art	D6 pieces of coloured chalk
Poet	Public Speaking	D4 books from the following: *Songs of Old Albion*, *The Vulgar Shepherd and Other Poems*, *The Bumper Book of Heroic Verse*, *Rothnikson's Saga*, *La Mort de Rothnikson*, *The Song of Rothnikson*
Singer	Sing	-
Strongman	Strongman	-
Tight Rope Walker	Acrobatics Scale Sheer Surface	6 yards of rope
Troubadour	Musicianship Sing	Lute, horn or drum (equal chance of each)
Ventriloquist	Ventriloquism	Tatty Dummy
Wrestler	Wrestling	-

Entertainers make their living by providing live shows in the cities, villages and palaces of the Old World. They travel widely, either in small bands or alone, performing wherever they think there is a chance of earning some money, or even as little as a free meal or a bed for the night. A very few become sufficiently famous to attract the patronage of the nobility, but the rest live more or less as vagabonds, performing when and where they can before being moved on by suspicious town Watchmen.



Career Exits

All entertainers may choose to become a different entertainer type on completion of their basic career, or they may choose a new Rogue basic career or a random Warrior, Ranger or Academic career as usual. Some types of entertainer have special Career exits open to them; these are as follows:

Entertainer	Possible Advanced Careers
Acrobat	none - but may go to Thief Basic Career
Bunko Artist	Charlatan
Comic	Demagogue
Fortune Teller	Charlatan
Hypnotist	none - but may go to Hypnotist Basic Career
Strongman	Racketeer
Tight Rope Walker	none - but may go to Thief Basic Career
Troubadour	none - but may go to Minstrel Basic Career
Wrestler	Racketeer

•EXCISEMAN•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10				+2	+10				+10	+10		

Excisemen are probably the least popular citizens of the Old World. No matter how benevolent the government might be, or how many great public works it may undertake, the fact remains that no-one likes paying taxes, and the tax collectors bear the brunt of this resentment. None the less, they are a highly necessary branch of the civil service, and no government could survive long without them. However, Excisemen tend to lack job satisfaction and are seldom well paid. This means that some inevitably become corrupt, while others go to the other extreme in the faint hope of securing promotion.

Skills
Blather
Numismatics
Read/Write
Supernumerate
50% chance of Law
20% chance of Embezzle

Trappings
Leather Jack
Hand Weapon
Writing Kit
Abacus
D6 Gold Crowns

Career Exits
Agitator
Lawyer (only if Law skill obtained)
Merchant
Militiaman
Outlaw
Roadwarden
Thief (Clipper or Embezzler)

•FISHERMAN•

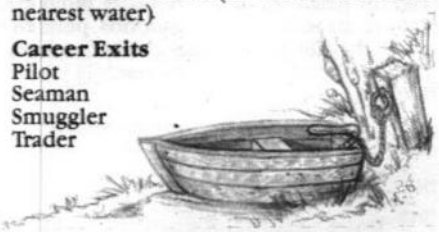
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
			+1		+1			+10					

Not everyone in the Old World is an heroic adventurer. Many of those who live in coastal areas and around lakes, make their living by fishing. Being a Fisherman is not a bad life; there is plenty to eat nearly all the time - even if it is always fish. But in hard times, or when it is so hot that the catch goes off before it can be transported to market, Fishermen often gather around the quays and in the dockside inns, where they dream of becoming adventurers, sailors, explorers - and most of all, rich. Most are content to dream, but a few actually turn to adventuring in pursuit of their ambitions.

Skills
Fish
Sailing
Swim
50% chance of River Lore
25% chance of Boat Building
5% chance of Cartography

Trappings
Leather Jack
25% chance of Boat (moored or hidden at nearest water)

Career Exits
Pilot
Seaman
Smuggler
Trader



•FOOTPAD•

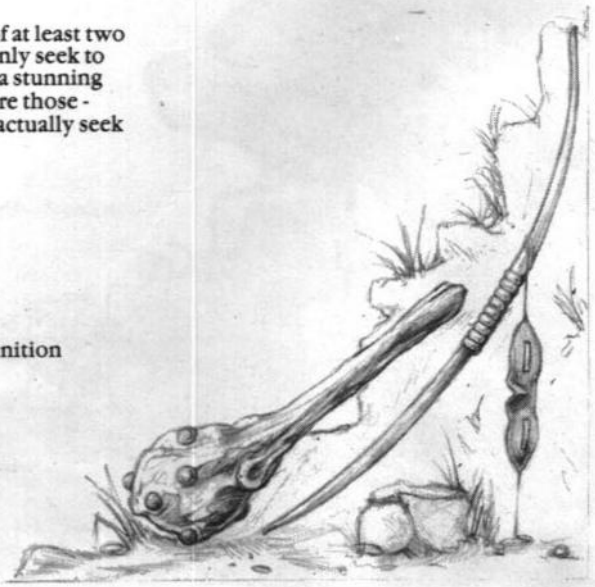
Advance Scheme													
W	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10							

Footpads and cut-throats are a menace in towns and on the road. They act in groups, waylaying travellers or helpless passers-by. They prefer to avoid bloodshed unless absolutely necessary, but can fight ferociously, though they generally attack from ambush with an advantage of at least two to one. Most will normally only seek to disable their victim through a stunning blow to the head, but there are those - known as Cut-throats - who actually seek to kill those they rob.

Skills
Silent Move Rural
Silent Move Urban
Strike to Stun

Trappings
Bow or crossbow and ammunition
Club
Hood or Mask
Leather Jack
25% chance of Shield

Career Exits
Bodyguard
Fence
Highwayman
Outlaw
Racketeer
Slaver



•GAMBLER•

Advance Scheme														
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
		+10			+2	+10		+10		+10			+10

Many Old Worlders look for easy ways to make money. Gamblers seek to use their skills to make theirs at the expense of others Sometimes things go wrong, and the Gambler loses large sums of money; in these cases, a swift retreat is generally indicated, before the creditors discover that the Gambler has no means of paying. Gamblers tend to be drifters by nature, always moving on to avoid old debts and bad losers.

Skills
Gamble
Luck
Palm Object

Career Exits
Charlatan

Trappings
Hand Weapon
Leather Jack
Pack of Cards (including spare aces)
Pair of Dice
Pair of loaded Dice (always roll 6's)

•GAMEKEEPER•

Advance Scheme														
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
		+20	+1		+2						+10		

Most Old World landowners employ Gamekeepers to look after their estates, woodlands or hunting parks. Gamekeepers look on trespassers with deep and sometimes fatal suspicion. The archenemy of the Gamekeeper is the Poacher, who seeks to make a living by trapping or shooting animals or birds. Every Gamekeeper likes to boast of his victories over these elusive and devious opponents. Poachers and Gamekeepers can be thought of as opposite sides of the same coin, and players with Gamekeeper characters of a Neutral, Evil or Chaotic Alignment may choose to be Poachers in stead. Gamekeepers or Poachers may take this career a second time, taking the 'opposite' career, following the normal procedures for changing careers.

Skills
Concealment Rural
Marksmanship
Secret Sign - Poacher (Poachers only)
Set Trap
Silent Move Rural
Spot Traps
50% chance of Secret Language - Ranger (Gamekeepers only)
10% chance of Animal Trainer - Hawk

Trappings
Bow or crossbow and ammunition
Hand Weapon
Leather Jack
Man Trap

Career Exits
Druid
Militiaman (Gamekeeper only)
Outlaw (Poacher only)
Raconteur
Rustler (Poacher only)
Scout
Targeteer (Gamekeeper only)

•GRAVE ROBBER•

Advance Scheme														
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10					+10		

The medical and magical professions create a constant demand for fresh corpses, and the difficulty of obtaining suitable specimens legally, means that few customers enquire too closely into the origins of any cadavers they are offered. Grave Robbers make a living by supplying this demand, and can often command high prices. The practice of stealing corpses from fresh graves is regarded with universal horror, and wealthy families often invest vast sums in constructing burial places designed to foil the bodysnatcher. The poor, as always, have no such luxury. The mass graves in the paupers' section of many town cemeteries are an open target for Grave Robbers.

Skills
Silent Move Rural
Silent Move Urban
25% chance of Spot Trap

Trappings
Black Cloak
Hand Weapon
Lantern
Large Sack
Spade

Career Exits
Bodyguard
Physician's Student
Rat Catcher

•HERBALIST•

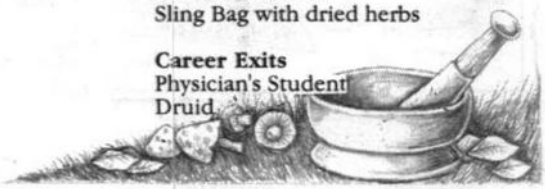
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1			+10		+10			

Medicine in the Old World is primitive, unreliable and expensive, so many people rely on traditional cures and medicines handed down through the centuries. In fact, many people distrust 'scientific' medicine. Herbalists, on the other hand, are respected members of society, although their clientele is not generally so exclusive as that of the Physicians. They gather and trade in herbs, and prepare herbal remedies for all manner of ills. In rare and severe cases, they will treat the patient personally. Some do misuse their powers, as those who have been the subject of love or charm philtres know only too well, but the profession is steeped in the folk lore of the Old World, and most of the common people feel the Herbalist is their only friend when they fall ill.

Skills
Arcane Language - Druidic
Cure Disease
Heal Wounds
Herb Lore
Identify Plant
Read/Write
Secret Language - Classical
Secret Language - Guilder
20% chance of Prepare Poisons

Trappings
Pestle and Mortar
Sling Bag with dried herbs

Career Exits
Physician's Student
Druid



•HERDSMAN•

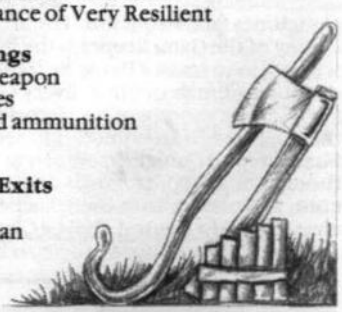
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
		+20	+1		+2	+10							

Herdsmen are solitary individuals, who spend much of their time alone, looking after domestic animals, moving them from pasture to pasture, and generally leading a fairly dull life. Nevertheless, they learn to look after themselves too, for they have to defend their animals from predators and bands of thieves and rustlers. Herdsmen have a natural affinity with animals of all kinds, even though they may have grown up tending only a few species.

Skills
Animal Care
Charm Animal
Musician - Wind Instruments
Specialist Weapon - Sling
50% chance of Animal Training
75% chance of Herb Lore
75% chance of Very Resilient

Trappings
Hand Weapon
Pan-pipes
Sling and ammunition
Staff

Career Exits
Druid
Militiaman
Outlaw
Rustler
Scout



•HUNTER•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
		+20	+1		+2	+10						+10	

Hunting is one of the oldest professions in the history of the Old World. Each can follow and almost sense animal trails with uncanny precision, and is expert at the kill. The habits and habitats of wild animals are a part of their lives; they share an uncommon affinity with the creatures of the wild and their ways. The Hunter may appear sullen and uncommunicative to his fellow men, but this is the result of his solitary, stealthy lifestyle. Hunters stand out from the common press of Old Worlders, and are often seen wearing the skins of the animals they have killed; in colder climates this has practical as well as symbolic value.

Skills
Concealment Rural
Follow Trail
Game Hunting
Secret Language - Ranger
Secret Signs - Woodsman's
Silent Move Rural
25% chance of Immunity to Poisons

Trappings
Bow or Crossbow and ammunition
Hand Weapon

Career Exits
Druid
Outlaw
Scout

•HYPNOTIST•

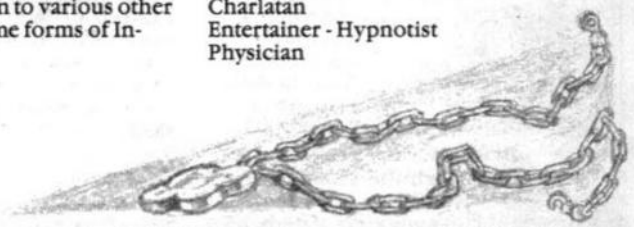
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1	+10		+10		+10			

In the Old World, the power of Hypnotism is used medicinally as well as for entertainment (see *Entertainer* above). Hypnotists - with the exception of a few Charlatans - do not pretend to understand the mysteries of the Human mind, but seem to have a gift for soothing its ills. Hypnotists are called in to treat a wide range of nervous complaints, alcoholism and addiction to various other substances, and even some forms of Insanity.

Skills
Hypnotise
Magical Awareness

Trappings
Silver charm on chain

Career Exits
Charlatan
Entertainer - Hypnotist
Physician



•INITIATE•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1	+10					+10	+10	+10

Religion has taken second place to money in the affections of many Old Worlders, but there are still many young men and women who strive to attain the position of Cleric. The clerical profession requires great dedication and training from its members, and all Clerics start as Initiates. Initiates have to undergo harsh training to become full Clerics, and until they complete this training they have no authority to preach or to conduct services. Time is spent learning the scriptures of the religion in question and acting as a servant and assistant to more senior priests. The period spent as an Initiate is often regarded as a test of the individual's spiritual resolve and fitness for progression into the priesthood. See **Religion and Belief**.

Skills
Read/Write
Scroll Lore
Secret Language - Classical
Theology

Trappings
Robes
Religious Symbol (see **Religion and Belief**)

Career Exits
Agitator
Cleric, level 1

•JAILER•

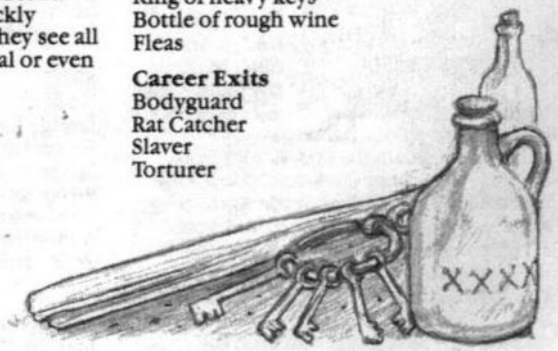
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+1	+1	+2							+10	

Jails and dungeons are never pleasant places, and even short stays can have a detrimental effect on people. Jailers have to live in these places, and it shows. They are seldom pleasant to look at, and they have a good chance of carrying a variety of diseases and parasites, although they seldom succumb to disease themselves. Jailers generally have no sense of justice or pity, and are seldom swayed by pleas or speeches. The thing that talks most clearly to them is money, for theirs is seldom a well-paid profession. Jailers quickly become inured to the suffering they see all around them, and many are brutal or even sadistic; a great many jailers are alcoholics.

Skills
Immunity to Disease
Immunity to Poison
Palm Object
Silent Move Urban
50% chance of Very Resilient
25% chance of Consume Alcohol
25% chance of Very Strong

Trappings
Club
Ring of heavy keys
Bottle of rough wine
Fleas

Career Exits
Bodyguard
Rat Catcher
Slaver
Torturer



•LABOURER•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
				+1	+1								

The broad mass of city-dwellers enjoy a precarious living. Most hire themselves out as Labourers, usually on a temporary basis. Most Labourers are loud, burly, brusque individuals who like nothing better than singing or whistling, climbing around insanely dangerous scaffolding, drinking prodigious amounts of herbal tea, and occasionally working extremely hard. Their lives are hardly secure, and they command a fairly low wage compared to the Artisan classes, but when there is plenty of work, Labourers prosper. The best jobs involve the building of temples, fortifications, large houses and the like, because then work is guaranteed for a longer period. They are practical men, and when they turn to adventuring, as many do in times of unemployment, they are often successful.

Skills
Scale Sheer Surface
75% chance of Consume Alcohol
75% chance of Sing
50% chance of Carpentry
50% chance of Drive Cart
25% chance of Engineering
25% chance of Very Resilient
25% chance of Very Strong

Trappings
Sling bag containing packed lunch
Flask of Herbal Tea
Leather Jack

Career Exits
Artillerist (only for characters with Carpentry and/or Engineer skill)
Bodyguard
Footpad

•MARINE•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10	+1				+10		

The Marine is a sea-fighter, a Warrior who sails with civilian or fighting ships to offer some assurance against Pirates. On fighting ships, the Marines also form press gangs, which are a source of fear in some coastal towns. Those unfortunates pressed into service can buy their way out of the navy, but - more often - they are faced with a hard, dangerous five-year spell aboard a fighting ship. This side of their business has made the Marines a feared and loathed part of the seaboard community, even though they perform a dangerous and rigorous task. Many Sea Captains, faced with a captive Marine after taking a prize have ordered the fellow thrown to the sharks; most, though, try to bribe the Marine into their own service.

Skills
Consume Alcohol
Disarm
Dodge Blow
Row
Secret Language - Battle Tongue
Strike Mighty Blow
Strike to Stun
25% chance of Swim

Trappings
Bow or crossbow and ammunition
Grappling hook and 10 yards of rope
Mail shirt
Shield

Career Exits
Artillerist
Bounty Hunter
Footpad
Mercenary Captain
Sea Captain
Slaver

•MERCENARY•

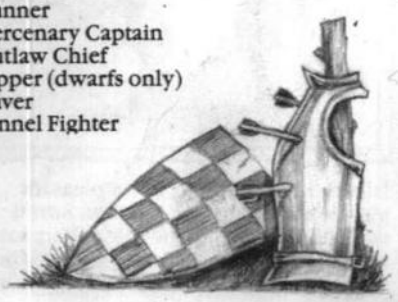
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10	+1		+10		+10		

The Mercenary fights for money, the spoils of war and the taste of blood. All Mercenaries dream of untold riches; for most of them, the reality consists of an early death and an unmarked grave. Mercenaries roam the Old World, from one war to another - inevitably someone will hire their swords to settle a grievance. Rich Nobles, Merchants and others take on Mercenaries to bring an argument to a swift conclusion; the Old World kingdoms generate enough conflict to keep many thousands of Mercenaries fully employed. Eventually, however, the wiser ones realise that there is no crock of gold for the hired fighter, and so they turn to adventuring for variety, or in search of greater rewards.

Skills
Disarm
Dodge Blow
Secret Language - Battle Tongue
Strike Mighty Blow
Strike to Stun
75% chance of Drive Cart
50% chance of Animal Care
25% chance of Ride

Trappings
Bow or crossbow and ammunition
Mail shirt or Metal Breastplate
Shield

Career Exits
Artillerist
Gunner
Mercenary Captain
Outlaw Chief
Sapper (dwarfs only)
Slaver
Tunnel Fighter



•MILITIAMAN•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10	+1						

Throughout the Old World, armies are organised on a three-fold pattern. The Nobles provide an 'elite' volunteer force; Mercenaries are hired for professional 'muscle', and the Militiamen do all the hard work. Militias are part-time local defence forces, formed from the rural peasantry (only very rarely are city-dwellers called up, although they may serve in the Watch, which may itself form a military body in time of war). All forms of local government are empowered to call up all able-bodied men and women to form the militia, and the Militiamen are committed to spend a certain amount of time each year - usually seven days - training together on common land (this elementary training gives them some advantage). Militia leaders are either civil leaders or retired military types. Equipment is purchased and maintained by the local government body, and so it can vary tremendously in quality from town to town. Some militias will be equipped almost to mercenary standards, while others may be no better off than the peasants.

Skills
Dodge Blow
Strike Mighty Blow
50% chance of Drive Cart
25% chance of Animal Care
25% chance of Ride

Trappings
Bow or crossbow and ammunition
Mail Shirt
Shield
Spear

Career Exits
Footpad
Mercenary
Outlaw

•MINSTREL•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10		+20	+10	+10			+10

Traditionally, Minstrel was just a term given to singers of ballads and airs who travelled the by-ways of the Old World, making a living from their songs. However, the word has a more precise meaning. Many people found the peculiar talent Elves have for song made them ideally suited to the role, and therefore those wandering Elven balladeers became known as Minstrels, to distinguish them from their plainer Human contemporaries. Much later, the distinction began to disappear, as great Human singers began to enter the employment of Noble houses. Minstrels enjoy the advantage of guaranteed bed, board and spending money, though in return they are expected to produce words and music as the patron demands (and some find the task of composing odes on the beauty of their patron's spectacularly-plain spouse interferes unduly with their artistic freedom). Though the life can hardly be described as hard, many Minstrels find themselves forced to become adventurers, having left their employment rather hurriedly following indiscretions with members of the family. Elven Minstrels tend to lead the wandering life out of preference; their temperament does not suit them to working for a Human master, and many hold to the opinion that mere Humans cannot properly appreciate their art anyway.

Only Elves may have a basic career as a Minstrel; others may become Minstrels after having been Troubadours (see ***Entertainer - Troubadour*** *above).*

Skills
Charm
Etiquette
Musicianship
Public Speaking
Sing

Career Exits
Charlatan

Trappings
Lute or mandolin
Sheet music
Colourful clothes

•MULESKINNER•

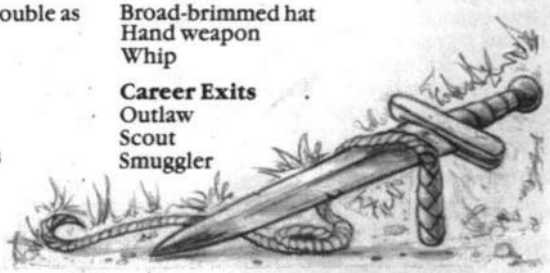
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10				+2					+10	+10		

Wagon or mule trains are the most common means of transporting goods overland in the Old World, and it is the Muleskinner's job to look after the animals (be they mules, oxen or anything else) and ensure that they are fit and co-operative. Since everyone working on a long-distance caravan must be able to look after themselves, Muleskinners often double as guards in much the same way as Coachmen.

Skills
Animal Care
Specialist Weapon - Flail Weapons
75% chance of Drive Cart
25% chance of Animal Training

Trappings
Weatherproof coat
Broad-brimmed hat
Hand weapon
Whip

Career Exits
Outlaw
Scout
Smuggler



•NOBLE•

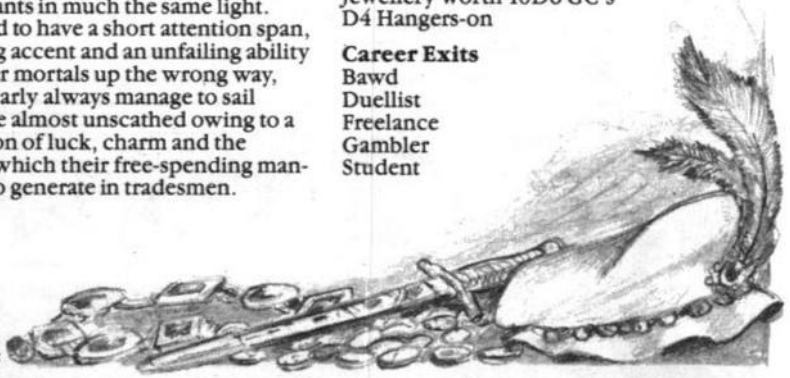
Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10		+10	+20		+10		+10

To be one of the ruling classes seems - to the ordinary citizen of the Old World - to grant the right to live a life removed from the cares and struggles of ordinary men. Nobles control the land, and many have had the sense to involve themselves in matters of commerce, in competition with bankers and financiers. However, the younger sons of noble families frequently have to fend for themselves when their elder brothers take over the family fortune and estates, since one of the major pre-occupations of the noble class seems to be to cause untold harm to other members, even to those from one's own family. Many disinherited nobles turn to military life or adventuring for the excitement, certainly, but many more do so because they wouldn't know what else to do. Certainly none of them would lower themselves to practise a trade, and few would tolerate the boredom of study for an academic profession. They see war as a great and glorious game, and they view getting drunk, insulting commoners and wrecking restaurants in much the same light. Nobles tend to have a short attention span, an irritating accent and an unfailing ability to rub lesser mortals up the wrong way, but they nearly always manage to sail through life almost unscathed owing to a combination of luck, charm and the deference which their free-spending manner tends to generate in tradesmen.

Skills
Blather
Charm
Ettiquette
Heraldry
Luck
Read/Write
Ride
Wit
50% chance of Gamble
50% chance of Public Speaking
25% chance of Consume Alcohol
25% chance of Specialist Weapon - Fencing Sword
10% chance of Musicianship

Trappings
Horse
Expensive clothes
2D6 Gold Crowns
Jewellery worth 10D6 GC's
D4 Hangers-on

Career Exits
Bawd
Duellist
Freelance
Gambler
Student



•OUTLAW•

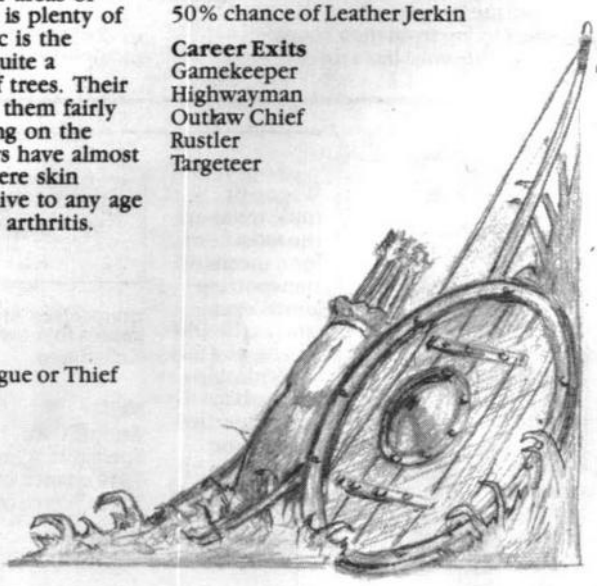
Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10	+1				+10		

Outlaws are those who have been driven from general society, or who choose to live outside its laws. In practice, this can mean a great many people. Some Outlaw strongholds are quite powerful, and can effectively become independent petty kingdoms. Outlaws tend to identify themselves with the peasantry and the common folk upon whom they rely for support and protection, although there are Outlaw nobles and princes, disowned by their families and fighting guerilla war against their former homeland. Outlaws generally confine their attentions to the wealthy and the minions of the establishment; the fact that these are more likely to be worth robbing has never escaped them, although they will attack just about anyone in times of hardship. Outlaws prefer to work in forests or areas of rough terrain, where there is plenty of cover. Their favourite tactic is the ambush, and some make quite a speciality of leaping out of trees. Their rugged outdoor life makes them fairly tough, but it can be wearing on the constitution; many Outlaws have almost permanent coughs and severe skin disorders, and those who live to any age are invariably riddled with arthritis.

Skills
Concealment Rural
Disarm
Dodge Blow
Scale Sheer Surface
Secret Language - Battle Tongue or Thief (equal chance of either)
Set Trap
Silent Move Rural
Spot Trap
Strike Mighty Blow
Strike to Stun
75% chance of Drive Cart
75% chance of Ride - Horse
50% chance of Animal Care
25% chance of Marksmanship
25% chance of Secret Signs - Woodsman's

Trappings
Bow and ammunition
Shield
50% chance of Leather Jerkin

Career Exits
Gamekeeper
Highwayman
Outlaw Chief
Rustler
Targeteer



•OUTRIDER•

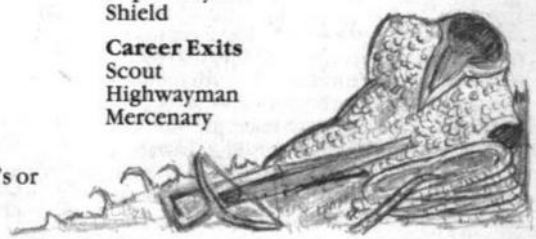
Outriders are experienced fighting-men, employed to reconnoitre to the front and flanks of travelling parties and armies, keeping a lookout for possible attackers and other problems. Most base their skill on an intimate knowledge of the area through which they journey. They are expected to operate more or less independently of the party or army they serve, and must be able to look after themselves and live off the land as they go. Occasionally they undertake long-range patrols along dangerous borders or troublesome areas, operating in the same way as a Scout and gathering information on potential hazards, troop movements and other activity.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10				+10	+10		

Skills
Animal Care
Follow Trail
Orientation
Ride - Horse
Silent Move Rural
Specialist Weapon Skill - Lasso
75% chance of Secret Signs - Scout's or Woodsman's (equal chance of either)

Trappings
Horse, saddle and harness
Bow or crossbow and ammunition
Mail shirt
Rope - 10 yards
Shield

Career Exits
Scout
Highwayman
Mercenary



•PEDLAR•

Few villages have shops or regular trading-posts of their own, so all are dependent on the Pedlar, a small-time tradesman. Buying easily-transportable goods at markets from craftsmen or merchants, Pedlars travel from village to village, selling their wares and carrying news and gossip from the towns. A Pedlar's wares can be anything that is easily carried, such as pots, pans, small items of clothing, purses, pins, knives, and so on. In more settled areas, Pedlars are often licensed, and they may have their own guild to protect their interests and discourage outsiders from poaching their trade. Most live a completely nomadic life, and believe strongly in the fraternity of their profession, even though they can come from many different races and have no common culture, traditions or languages. Many pick up skills as Herbalists. They are almost universally distrusted, especially by Roadwardens and Watchmen.

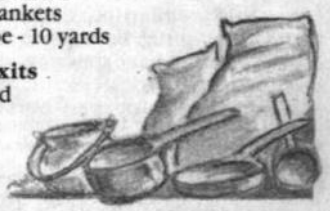
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10							+10

Skills
Animal Care
Blather
Drive Cart
Evaluate
Haggle
Herb Lore
Secret Signs - Pedlar
Specialist Weapon - Fist Weapon
10% chance of Astronomy

Trappings
Wagon and Horse
Mattress and D4 blankets (in wagon)
D4 sacks - containing:
- D4 pots and pans
- 3D6 small knives
- D6 x 100 pins
- D6 reels of coloured ribbon

Lantern
Pack - containing:
- Tinderbox
- 4 blankets
- Rope - 10 yards

Career Exits
Bodyguard
Fence
Outlaw
Trader
Trapper



•PHARMACIST•

Pharmacists are specialists who prepare and supply the medicines prescribed by Physicians. In many ways they are the counterpart of the Herbalist, dealing in mineral and chemical preparations rather than herbal remedies. They have a working familiarity with a wide range of rare and exotic substances, and their properties for healing or otherwise. It is a profession which demands great skill, and most Pharmacists are kept in the employ of great houses to make sure the best treatments are readily available. Unfortunately, the Pharmacist is often the scape-goat when the Physician fails, and many have been forced to leave town in disgrace, and have either offered their services to Outlaws and bandits, or have sought adventure in the wildest lands of the Old World.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1			+10		+10			

Skills
Chemistry
Cure Disease
Heal Wounds
Immunity to Poison
Manufacture Drugs
Prepare Poisons
Secret Language - Guilder

Trappings
Pestle and mortar
D6 small glass jars - containing various powders and solutions

Career Exits
Alchemist's Apprentice
Charlatan
Physician
Prospector

•PHYSICIAN'S STUDENT•

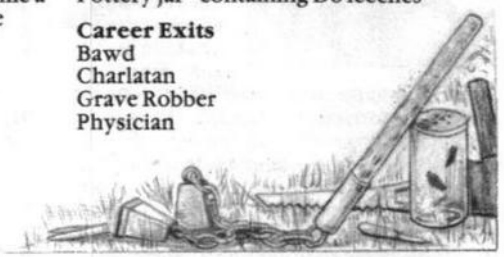
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1	+10				+10	+10		

After the military and the church, the most popular career for young, relatively wealthy Old Worlders is that of Physician. Anyone with talent - or just a reputation - can earn great wealth through the patronage of the nobility. As with most Academic careers, the only way to become a Physician is to take tuition from an established practicioner. Physicians, however, do not take apprentices as such. Instead, renowned or retired individuals sometimes teach their skills to groups of students who pay them fees. Most hospitals and universities in large cities have teaching facilities. It takes several years and a great deal of work to become a Physician, and not all students last the course.

Skills
Read/Write
Scroll Lore
Secret Language - Classical
50% chance of Cure Disease
50% chance of Heal Wounds
50% chance of Manufacture Drugs
50% chance of Prepare Poison

Trappings
Hand Weapon
Medical Instruments (battered) in case
Pottery jar - containing D6 leeches

Career Exits
Bawd
Charlatan
Grave Robber
Physician



•PILOT•

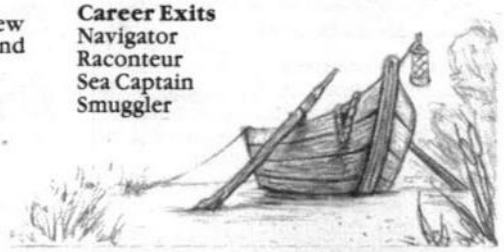
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1	+10		+10			+10		+10

One of the most important men on the seaboard is the Pilot. Pilots guide large boats and ships into port through dangerous coastal areas, and become the most trusted associate of all mariners. Most live onshore, normally in or near a harbour area, and work in conjunction with the harbour master and the masters of any ships coming into the harbour. Pilots are essential, because no ship's crew is going to have the necessary detailed knowledge of local tides, sandbanks and hidden rocks for every port they will visit. It is the very fact that they are so trusted that makes some fall from grace, and others become the victims of fraudsters. Many a Pilot has been 'set up' as a vessel has scuttled on the way into harbour, with the owner claiming it struck a sandbank. For these men, a new life as an adventurer is all that is left, and many others fall deeper into a life of crime.

Skills
Orientation
Row
Sailing
Swim
20% chance of Consume Alcohol

Trappings
Leather Jerkin
Rope - 10 yards
Rowing boat - moored on nearest water
2 lanterns

Career Exits
Navigator
Raconteur
Sea Captain
Smuggler



•PIT FIGHTER•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20			+1	+2	+10		+10			+10		

In many parts of the Old World, combat to the death is still a popular form of entertainment. The cheapest form this takes is a one-on-one brawl in an enclosed ring or pit, between two condemned criminals or prisoners of war. The fights can be hard and vicious, because Pit Fighters who manage to survive for any length of time pick up a lot of weapon training and, in some cases, enough money to buy their freedom. In previous decades, it was fashionable to use Half-orcs as Pit Fighters, but they were too dangerous to keep in or near large Human populations, and Human Pit Fighters are the norm. Also, there is a growing breed of professional Pit Fighters, men who do the job for the money and the sport, who are not just convicts. The sport attracts large audiences, and much money changes hands through betting. Those few hardy souls who survive long enough to buy their way out nearly always end up as Outlaws, Bounty Hunters or adventurers, where their formidable fighting skills and fearlessness makes them indispensible.

Skills
Disarm
Dodge Blow
Specialist Weapon - Fist Weapons
Specialist Weapon - Flail Weapons
Specialist Weapon - Parrying Weapons
Specialist Weapon - Two-handed Weapons
Strike Mighty Blow
Strike to Injure
50% chance of Very Resilient
50% chance of Very Strong

Trappings
Shield
Mail Shirt
Knuckledusters
Flail
20% chance of Two-handed weapon

Career Exits
Bounty Hunter
Footpad
Giant-Slayer (Dwarfs only)
Judicial Champion
Outlaw Chief
Tunnel Fighter

•PROSPECTOR•

Far from the normal trade routes, towns and farms, Prospectors can be found sifting through the silt of river and stream beds in search of gold washed down from the mountains. Most deposits in populated areas are already exhausted, so Prospectors spend most of their time in remote and dangerous mountain and badlands areas. Their one hope is to find a large vein, and to claim it or work it before others find out, but few manage to resist bragging about their find, even when they do finally strike it rich. Word spreads quickly when gold is discovered, and Prospectors' shanty towns spring up almost overnight, only to be abandoned just as quickly once the area is worked out. The lure of gold is one of the few things that can draw a Dwarf above ground, and Dwarven Prospectors are not an uncommon sight in gold-rush areas.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+2		+1				+10		

Skills
Animal Care
Carpentry
Metallurgy
Orientation
River Lore
50% chance of Fish
50% chance of Game Hunter
50% chance of Luck
20% chance of Cartography

Trappings
Pack
One-man tent
Pick
Shovel
Pan
25% chance of Mule

Career Exits
Scout
Soldier
Tomb Robber
Tunnel Fighter (Dwarfs only)

•PROTAGONIST•

Some Old Worlders get so used to its violent ways that they resort to fist or sword to earn every penny. Protagonists live by their combat skills, picking fights for small sums - even just the price of a drink. In many cases, Protagonists are hired to provide a beating or a damaging fencing lesson, hiding the fact that there is someone in the background who profits from or enjoys the results by provoking the fight over some ridiculous trifle. Roughing up a few locals will be comparatively cheap, while more able opponents and more extensive injuries are proportionately more expensive, and a murder might earn the Protagonist enough to live on for several months.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+1		+2	+10	+1				+20		

When no client is forthcoming, Protagonists generally travel from place to place, challenging those they meet and robbing their defeated victims. Of course the risks are high. Local law enforcement officials do not take kindly to the Protagonist's lifestyle, and an error of judgement in sizing up prospective opponents can be fatal. The Protagonists add a strangely random air to the endemic violence of the Old World.

Skills
Disarm
Dodge Blow
Ride - Horse
Street Fighting
Strike Mighty Blow
Strike to Injure
Strike to Stun

Trappings
Horse with saddle and harness
Mail shirt or metal breastplate
Shield

Career Exits
Bounty Hunter
Duellist
Footpad
Judicial Champion

•RACONTEUR•

Raconteurs love to talk. For hours on end, they pontificate, rant and hurl abuse at anyone who will listen. And, strange though it may seem, people do stop to listen. For one thing, Raconteurs are good at what they do; no matter what they say or what they are talking about, they always manage to be interesting, amusing or captivating. Like actors, they are masters of speech, and can convince their listeners of just about anything. Whether standing on a box in the town square or recounting risque anecdotes over the brandy and cigars at a society dinner, Raconteur's voices are the tools of their trade. Understandably, in a world where few can read and gossip is rife, anyone who can command the attention of others through the spoken word will make a name for themselves. The only risk involved is that most Raconteurs find themselves accompanying great armies or bands of adventurers, just so they can witness magnificent events as the source of their next epic tale. The smarter ones tend just to make them up.

Advance Scheme

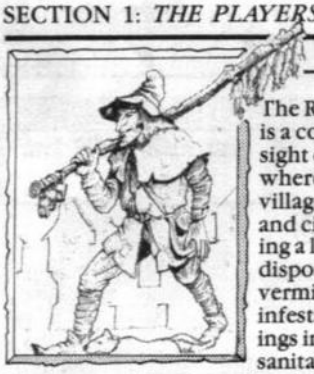
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10				+1				+10	+10	+10		+10

Skills
Blather
Charm
Public Speaking
Seduction
Story Telling
Wit
25% chance of Ettiquette

Career Exits
Charlatan
Demagogue

Trappings
Clothes (often loud, always of fine quality)
Hat (nearly always outrageous)
3D6 Gold Crowns

•RAT CATCHER•



Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+1			+10			+10		

The Rat Catcher is a common sight everywhere in villages, towns and cities, making a living by disposing of the vermin which infests all dwellings in this unsanitary age. Rat Catchers are often travelling folk, although in a large town or city settled 'vermin soldiers' may actually be employed by the authorities. Rats are their chief enemy, but a Rat Catcher will also be able to deal with moles, mice and similar pests. It isn't a great life, and many soon retire from the cellars and seek adventure in the clear air of the country... where they become favoured scouts among adventurers who poke around in caves and dungeons.

Skills
Animal Trainer - dog
Concealment Urban
Immunity to Disease
Immunity to Poison
Set Trap
Silent Move Urban
Specialist Weapon - Sling
Spot Trap

Trappings
Ratter's pole with D6 dead rats
Sling and ammunition
Small but vicious dog
D6 animal traps

Career Exits
Bodyguard
Footpad
Grave Robber
Jailer

•ROADWARDEN•

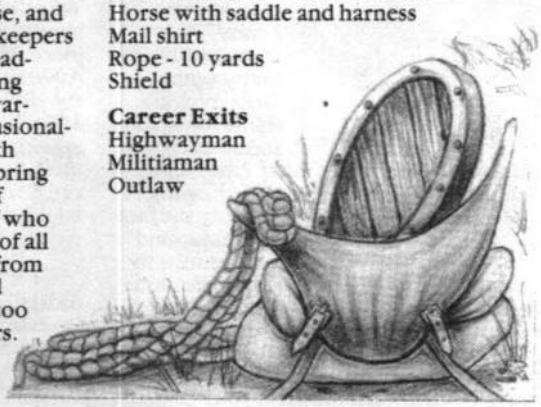
Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10			+10				

The roads of the Old World are narrow and treacherous; many are little more than tracks. The few decent roads have toll gates and charge travellers a fee. Also, needless to say, the roads are rarely safe, with bandits and the like menacing travellers, and Goblin bands digging pits and laying traps for coaches and riders. Because of these threats, many civic bodies employ professional marshals called Roadwardens, who patrol the roads, dealing with or reporting problems as they are found. It's an enormous task. In theory, the tolls pay for the upkeep of the roads, but this is not always the case, and the safety and honesty of the Toll-keepers has to be checked upon. Skilled Roadwardens can find themselves leading militia after bandits or goblinoid warbands. Roadwardens will also occasionally ride with wagons or coaches with important cargo or passengers, to bring their swordarm to the assistance of Coachmen and drivers. Because of who they are, Roadwardens get to hear of all kinds of treasures and adventures from captured bandits and Outlaws, and sometimes the temptation proves too great and they set off as adventurers.

Skills
Ride - Horse

Trappings
Bow or crossbow and ammunition
Horse with saddle and harness
Mail shirt
Rope - 10 yards
Shield

Career Exits
Highwayman
Militiaman
Outlaw



•RUNNER•

Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
+1	+20		+1	+1	+1	+10		+10			+10		

The Dwarfholds of the Worlds Edge Mountains are connected with each other by miles of tunnels. Communications between holds is carried out by means of Runners - specially-trained young Dwarfs who risk life and limb to carry messages from one hold to another. Over recent centuries, as more Dwarfholds have fallen to the goblinoids, the Runner's lot has become increasingly harder. They are forced to take more and more circuitous routes, and even these are fraught with danger as the goblinoids discover the tunnels. Often, Runners have to leave the tunnels altogether and cross the mountains and valleys on the surface.

***Note:** Only Dwarfs can become runners.*

Skills
Flee!
Fleet Footed
Orientation
Spot Traps
75% chance of Silent Move Urban
50% chance of Sixth Sense
25% chance of Follow Trail

Career Exits
Scout
Tunnel Fighter

Trappings
Running shoes
Specially made, loose-fitting clothes
Headband

•RUSTLER•

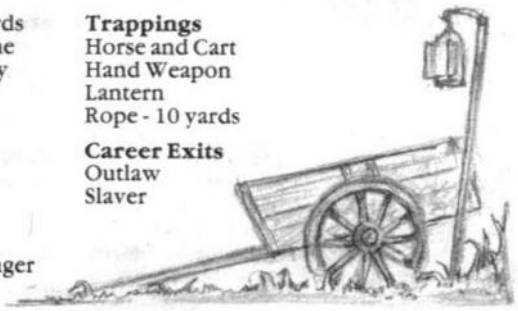
Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10						

In rural areas, the Rustler makes a living by stealing cattle and sheep and reselling them at distant markets. While rustling can be profitable, most convicted Rustlers are punished by death or mutilation, so the risks are great. Unlike other rural criminals, Rustlers are not favoured by the small farmers and villagers, since they rarely operate from the area in which they were born or in which they have family. They take from small farms in preference to the large where guards may be placed, and live away from the small communities, taking the money they earn into the cities to spend.

Skills
Drive Cart
Silent Move Rural
Specialist Weapon - Lasso
50% chance of Secret Language - Ranger
20% chance of Animal Care

Trappings
Horse and Cart
Hand Weapon
Lantern
Rope - 10 yards

Career Exits
Outlaw
Slaver



•SCRIBE•

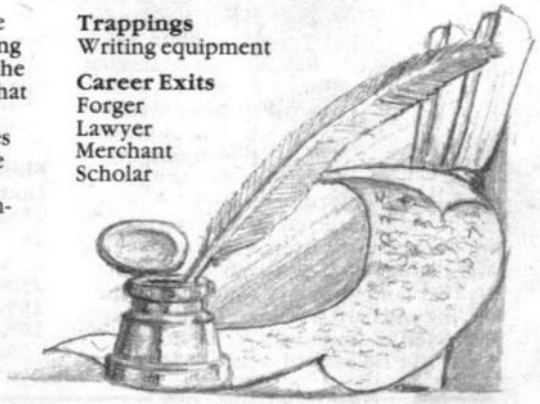
Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1	+10			+10			+10	+10

In a world where very few people are literate, the Scribe is very much in demand. Virtually all the guilds, civil and religious bodies, the legal profession and the military require large numbers of Scribes for their record-keeping, while at the other end of the scale there are the simple public Scribes who make a living by reading documents or writing for the common folk. So rare is their talent, that many are virtually enslaved by their masters. It is often the case that Scribes who run away to escape this servitude will take on the dangerous life of the adventurer, just to hide their past completely.

Skills
Arcane Language - Magick
Read/Write
Secret Language - Classical
50% chance of Speak Additional Language

Trappings
Writing equipment

Career Exits
Forger
Lawyer
Merchant
Scholar



•SEAMAN•

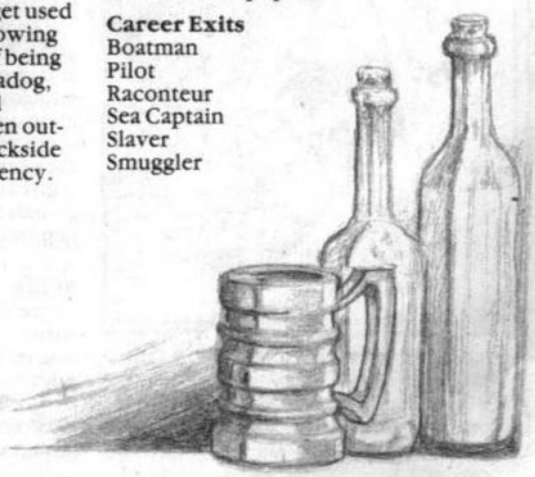
Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10	+1						

Many folk depend on the sea. Fishermen, Traders, even some Kings. Seamen are the closest to the sea of all, though their lives - be it on a merchantman or a fighting ship - are harsh and often brutal. As a result, Seamen tend to be rather loud and brash, and enjoy bragging, yelling, singing and brawling, which can irritate other members of the public. They also get used to cheap liquor; any character following this career has a base 5% chance of being an alcoholic. As an experienced seadog, the Seaman is used to brawling and fighting on land and sea, and sudden outbreaks of violence on ship or in dockside taverns happen with terrible frequency.

Skills
Dodge Blow
Row
Sailing
Scale Sheer Surface
Speak Additional Language
Street Fighting
Strike Mighty Blow
Swim
75% chance of Consume Alcohol

Trappings
Bottle of cheap spirit

Career Exits
Boatman
Pilot
Raconteur
Sea Captain
Slaver
Smuggler



•SEER•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1				+10		+10	+10	+10

Seers are self-appointed religious authorities, operating outside normal churches. They can be found in the market places of any town, proclaiming their latest revelations to anyone who will listen. In an age of religious intolerance and competition, Seers may appear to be opportunists, poaching from genuine beliefs; in an age where mental illness is not fully understood, the Seer may more realistically be seen as an eccentric. Some of them may actually be divinely inspired; more often than not, though, they are either Charlatans on the make or completely unhinged.

Skills
Arcane Language - Magick
Divination
Magical Sense
50% chance of Blather
50% chance of Charm Animal
50% chance of Public Speaking

Trappings
Divination equipment (bones, sand-tray, dice, etc.)

Career Exits
Agitator
Charlatan

•SERVANT•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10				+2	+10						+10	

Servants aren't quite on the lowest rung in society; there are slaves after all. But for the scullion, stable boy or serving wench, a life of adventure must seem the only dream they might fulfil. These unfortunates spend most of their time being given the menial and unpleasant tasks by more senior members of the household. Although it is possible for a Servant, by dint of many years time-serving and hard work, to rise to a more respected and authoritative position within the household, such as butler or housekeeper, many of the more enterprising leave their master's service and seek out more exciting lives.

Skills
Dodge Blow
25% chance of Animal Care
25% chance of Blather
25% chance of Drive Cart
25% chance of Etiquette
25% chance of Heraldry
10% chance of Cook
10% chance of Ride - Horse

Trappings
Club
3D6 Silver Shillings
25% chance of livery (a suit of good quality clothing in the master's heraldic colours)

Career Exits
Agitator
Gamekeeper
Scribe
Thief

•SMUGGLER•

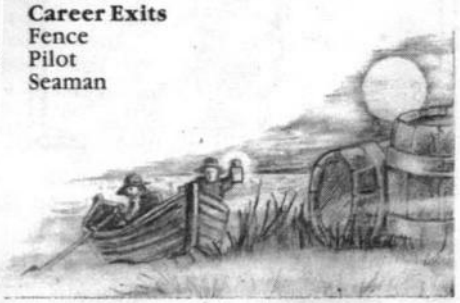
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10							+10

Most of the sea and road trade in the Old World is subject to duties and taxes; countries, towns, petty fiefdoms - just about anyone who chooses to can place a duty on the movement of goods. At some major ports, nearly everything moving in or out is taxed in some way. Given this burden, there is no shortage of enterprising souls who avoid these taxes by smuggling; it is a way of life for some people, and in some of the more remote coastal villages may occupy themselves in smuggling quite openly. Smugglers are quite often very respectable people, who find the opportunity to cut a few corners. So rife is amateur smuggling, that the professionals are looked upon as being more like generous tradesmen than criminals.

Skills
Drive Cart
Row
Silent Move Rural
Silent Move Urban
50% chance of Consume Alcohol
50% chance of Secret Language - Thieves Tongue
25% chance of Speak Additional Language

Trappings
Horse and cart
Rowing boat (moored or hidden on nearest water)
Hand Weapon
Leather Jack

Career Exits
Fence
Pilot
Seaman



•SOLDIER•

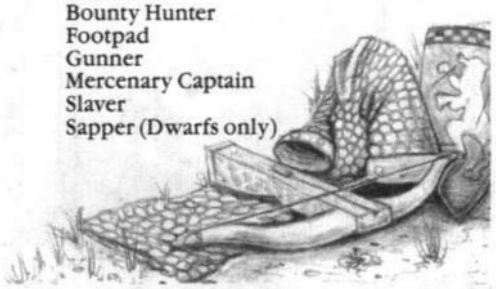
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10	+1		+10				

It is quite rare for there to be a standing military force in the Old World, since most nations depend on their militia and nobility, backed up with mercenary help when required. However, during any lengthy war, most countries will develop and employ professional fighting men. Soldiers exercise a degree of power beyond their individual prowess, for although they are at the command of officers and lords, it is their skill upon the field of battle that becomes the crucial factor in the survival of each Kingdom during prolonged strife. Once independent, many turn their back on the harsh army life, and turn to a life of adventuring in the hope of greater rewards,

Skills
Disarm
Dodge Blow
Secret Language - Battle Tongue
Street Fighting
Strike Mighty Blow
50% chance of Animal Care
25% chance of Ride - Horse

Trappings
Bow or crossbow and ammunition
Mail Shirt
Shield

Career Exits
Artillerist
Bounty Hunter
Footpad
Gunner
Mercenary Captain
Slaver
Sapper (Dwarfs only)



•SQUIRE•

Advance Scheme													
W	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10	+1		+10				+10

Squires act as servants to Nobles and Free Lances, and it may seem to some that their status is no better than that of a common domestic. The Squire attends to the maintenance of the horse and armour and the warrior's other general needs. Many untitled Nobles - younger sons of petty aristocrats - serve as Squires as part of their training, although in some cases this is only a token 'apprenticeship' before they receive some recognition from a Noble of higher rank.

Skills
Animal Care
Animal Training
Dodge Blow
Etiquette
Heraldry
Ride - Horse
Strike Mighty Blow

Trappings
Mail Shirt
Pony with saddle and harness
Shield

Career Exits
Freelance
Mercenary Captain

•STUDENT•

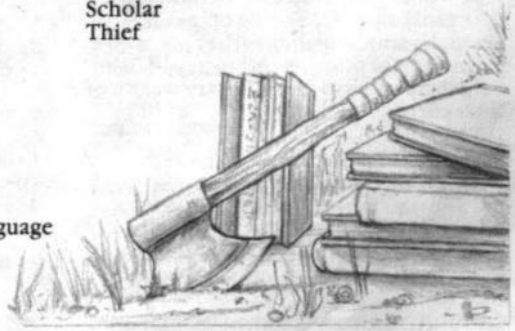
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1	+10				+10	+10		+10

There are many Students receiving formal tuition at the university establishments of the Old World. By doing so, they have the opportunity to learn many new skills, and to progress into a variety of lucrative and respected careers. Many Students, however, tend to forego these opportunities in favour of broadening their range of social activities and developing their less intellectual appetites.

Skills
Arcane Language - Magick
Read/Write
Secret Language - Classical
25% chance of Consume Alcohol
20% chance of History
10% chance of Astronomy
10% chance of Cartography
10% chance of Identify Plants
10% chance of Numismatics
10% chance of Speak Additional Language

Trappings
Hand Weapon
D3 textbooks corresponding to each knowledge skill
Writing kit

Career Exits
Agitator
Bawd
Lawyer
Navigator
Scholar
Thief



•THIEF•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10		+10					+10

Consult the following table for skills and trappings:

Thief	Skills	Trappings
General Thief	Concealment Urban Secret Language - Thieves' Tongue Secret Signs - Thieves' Signs Silent Move Rural Silent Move Urban 25% chance of Evaluate	Hand Weapon Sack
Burglar	as General Thief plus: **Pick Lock** **Scale Sheer Surface** **Sense Magical Alarm** **Spot Trap**	as General Thief plus: Black-hooded tunic Lockpicking tools Rope - 10 yards
Clipper	as General Thief plus: Palm Object	as General Thief plus: Small clippers and files
Embezzler	as General Thief plus: Palm Object 50% chance of Read/Write 25% chance of Super Numerate	as General Thief
Pickpocket	as General Thief plus: Flee! Palm Object Pick Pocket	as General Thief

Many Rogues have no special skills or inclinations, but indulge their larcenous tendencies as the opportunity presents itself. The simplest way to make money in the Old World is to take it from somebody else. Thieves are opportunists, ready to turn their hands to anything - they may even consider legitimate employment from time to time, although many regard employment with distaste.

Although nearly every Thief is a jack-of-all-trades, there are those who specialise in certain types of crime. **Burglars** specialise in entering and robbing houses, mainly at night. They are adept at spotting the tell-tale signs that show a house is not occupied, and are skilled in dealing with locks, alarms and other security devices.

Clippers are petty crooks who earn their living by tampering with coinage. Old World coins are irregularly-shaped things, whose value is determined by the weight of metal they contain; the stamp of the issuing government on both sides of a coin is a guarantee of its weight and consequently of its value. The Clipper exploits this by clipping or shaving a small amount of metal off the coin. By doing this to ten or twenty coins, the clipper can recover enough metal to make a new coin. One trick, which requires considerable expertise, is to saw a coin in half from edge to edge, to give two coins which can be passed to the unwary.

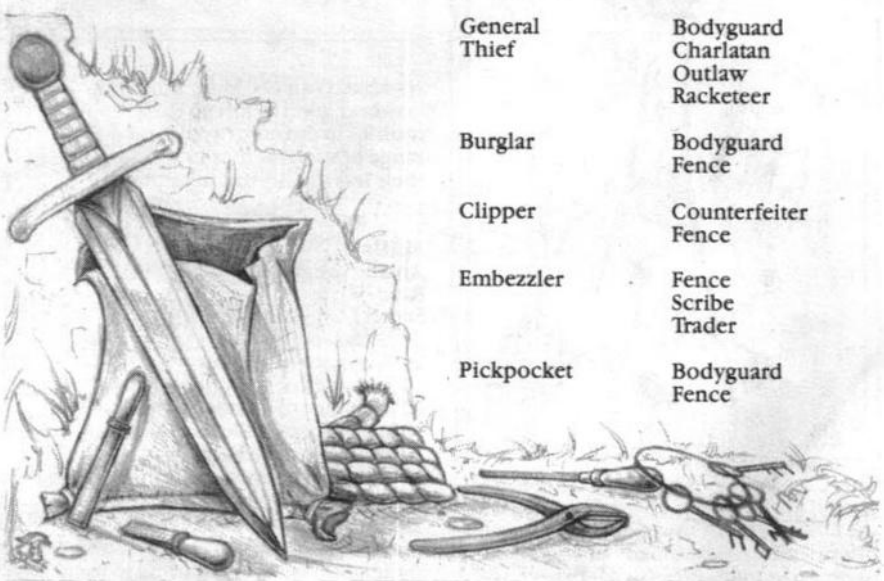
Embezzlers are highly-skilled Rogues who work, undetected, for an individual or organisation, syphoning off money through various methods. They place themselves in positions of trust, and then help themselves to the monetary wealth of their clients.

Pickpockets are specialised Thieves whose forte is stealing valuables from pockets and purses. The Pickpocket is a regular curse in cities, and on crowded market days there can be any number of individuals or teams operating through the crowds. Cash, of course, is the favourite, the most common technique being to cut the purse from the victim's belt with a small, sharp knife or straight razor. Jewellery has a high value, but is too often difficult to steal unnoticed and can be easily traceable - which makes it difficult to dispose of without the help of a reliable Fence who will probably rob the Thief even more than the Thief has just robbed the true owner...

Career Exits

All beginning characters who roll Thief as their careers start off as General Thieves. Thereafter, all Thieves may elect to become a specialised Thief type on the completion of their Basic Career, or they may choose a new Rogue or a random Ranger, Warrior or Academic career as usual. Additional Career Exits are available as follows:

General Thief	Bodyguard Charlatan Outlaw Racketeer
Burglar	Bodyguard Fence
Clipper	Counterfeiter Fence
Embezzler	Fence Scribe Trader
Pickpocket	Bodyguard Fence



•TOLL-KEEPER•

Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+10							

The toll-gates on the roads of the Old World are manned and maintained by Toll-Keepers, who live in a house by the side of the road. The toll-gate system is supposed to be a method for maintaining the roads, and paying for the Roadwardens; instead the gates themselves are often the scenes of violence, robbery and murder, as Outlaws rob the Toll-Keeper. Equally often, road users themselves, with whom this form of road tax is far from popular, decide to kill the keeper and destroy the toll-gate. The Toll-Keeper must cope with the hostility of everyone who passes his home, or take up some less loathed form of employment. Toll-Keepers who live on rivers and collect tolls for the use of locks are known as Lock-Keepers.

Skills
Evaluate
Haggle

Trappings
Bow or crossbow and ammunition
Mail Shirt
Shield

Career Exits
Highwayman
Militiaman
Outlaw
Thief - Embezzler

•TOMB ROBBER•

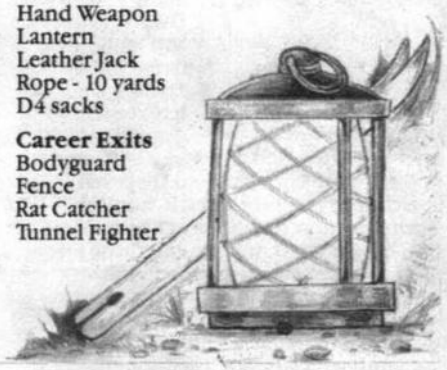
Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10				+2	+10		+10			+10	+10	

Tomb Robbers differ from Grave Robbers in that they are interested in the valuables that might have been buried along with a body, rather than the body itself. Although very few burials in the Old World include valuable goods these days, there are many ancient burial sites which may contain treasure, and the Tomb Robber's speciality is locating and plundering these sites. The richest treasures belong to the fabled tombs of Araby, but there are many less well-known tombs in the Old World. Often, places such as these are revered and protected by the local inhabitants, so the Tomb Robber must operate secretly or under cover of darkness. It is not unknown for rich tombs to have a number of traps and other devices to thwart Tomb Robbers, and to enjoy a long and successful career they must learn to locate and disarm them. Few survive long enough.

Skills
Concealment Rural
Concealment Urban
Silent Move Rural
Silent Move Urban
Spot Trap
75% chance of Secret Signs - Thieves'
50% chance of Secret Language - Thieves' Tongue
50% chance of Evaluate

Trappings
Crowbar
Hand Weapon
Lantern
Leather Jack
Rope - 10 yards
D4 sacks

Career Exits
Bodyguard
Fence
Rat Catcher
Tunnel Fighter



•TRADER•

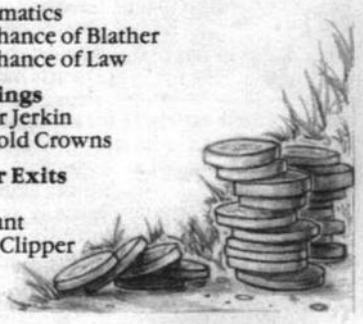
Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10				+1					+10			+10

In larger towns and cities, there are sufficient people so that Traders can set up a small shop or market stall. Thus, instead of the wandering life of the Pedlar, Traders wait for their customers to come to them. Some can become quite wealthy, with more than one shop and a social status approaching that of lesser Merchants. By and large, however, a Trader's life is a dull one, enlivened only by the occasional robbery or visit from Racketeers, and it is not unknown for Traders to turn to adventuring in search of excitement and quicker profits.

Skills
Evaluate
Haggle
Numismatics
25% chance of Blather
25% chance of Law

Trappings
Leather Jerkin
2D6 Gold Crowns

Career Exits
Fence
Merchant
Thief - Clipper



•TRAPPER•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10		+10					

Trappers hunt furred animals for their pelts, a valuable commodity in the Old World. Their skill lies in obtaining the skin without damaging it; they do not shoot their quarry, like the Hunter, but set traps instead. Even so, Trappers learn to use weapons; they must live in the wild, cold mountains of the Old World, and so they must be able to protect themselves from the dangerous wild creatures - not to mention Goblins - with whom they share that environment. Since so much of their lives is spent in the parts of the world where adventurers look for their livelihood anyway, it doesn't take much for Trappers to change the nature of their work.

Skills
Concealment Rural
Orientation
Row
Secret Language - Ranger
Secret Signs - Woodsman's
Set Trap
Silent Move Rural
Spot Trap

Trappings
Bow or crossbow and ammunition
Fur hat and buckskins
Leather Jerkin
Rope - 10 yards
Rowing Boat or Canoe - moored or hidden on nearest water
D4 Animal traps

Career Exits
Druid
Outlaw
Scout

•TROLL SLAYER•

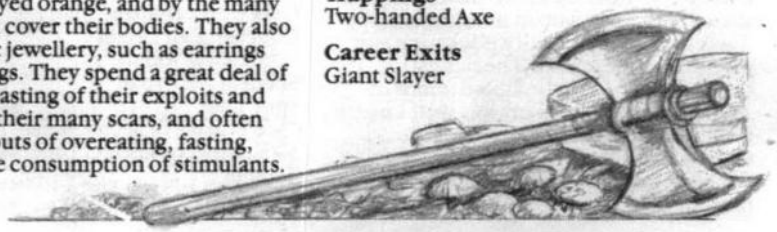
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+4	+10	+1	+10			+20		

The Dwarven Troll Slayer is an illustration of the strange personal psychology that dooms many young Dwarfs to short and violent lives. Young Dwarfs who have been disgraced, crossed in love or otherwise humiliated will abandon conventional Dwarven society and go to seek death, hunting down the most ferocious of beasts. Most of them die fairly quickly, but those few who survive become members of the strange cult of Troll Slayers. Troll Slayers exist only to die, and by doing so redeem whatever disgrace they suffered in the past (and into which it is neither polite nor wise to enquire). They seek death by deliberately seeking uneven battles - going alone into Goblin strongholds is one example. Trolls are considered the ideal opponents, because the Dwarf's death is almost a certainty. Troll Slayers can be recognised easily by their hair, which is spiked and dyed orange, and by the many tatoos which cover their bodies. They also favour exotic jewellery, such as earrings and nose plugs. They spend a great deal of their time boasting of their exploits and showing off their many scars, and often indulge in bouts of overeating, fasting, and excessive consumption of stimulants.

Skills
Disarm
Dodge Blow
Specialist Weapon - Two-handed Weapon
Street Fighter
Strike Mighty Blow

Trappings
Two-handed Axe

Career Exits
Giant Slayer



•TUNNEL FIGHTER•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+1	+1	+2	+10	+1		+10		+10		

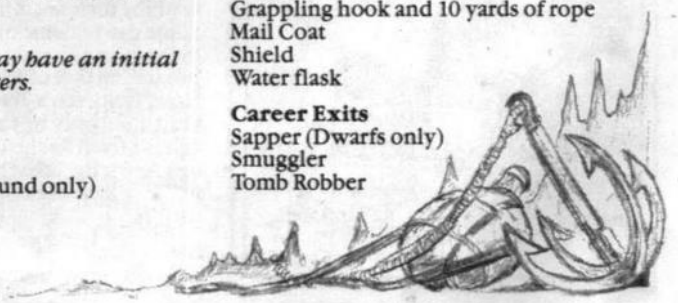
The Incursions of Chaos into the Worlds Edge Mountains have overrun many Dwarfholds, and over the centuries others have had to be abandoned. Against this, the Dwarfs have struggled to maintain their existence for centuries, and have developed armies of highly-trained warriors who specialise in combat underground. Nearly all Tunnel Fighters are Dwarfs, as might be expected, as Humans only become involved as mercenaries, seeking to be rewarded with Dwarven treasure. In recent years, as the Dwarfs have declined still further, even Halflings have been known to take up the life of the Tunnel Fighter, for the rewards are often great.

***Note:** Only Dwarfs may have an initial career as Tunnel Fighters.*

Skills
Dodge Blow
Orientation (underground only)
Scale Sheer Surface
Strike Mighty Blow
Strike to Injure
Strike to Stun

Trappings
Crossbow and ammunition
Grappling hook and 10 yards of rope
Mail Coat
Shield
Water flask

Career Exits
Sapper (Dwarfs only)
Smuggler
Tomb Robber



•WATCHMAN•

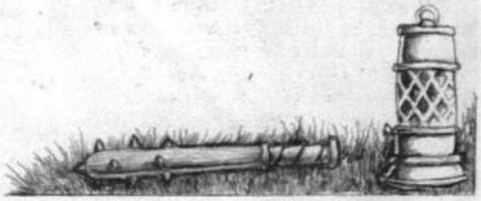
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10	+1						

Watchmen are employed by all the towns of the Old World, to act as policemen. Their job is to patrol the streets and to be on hand in the event of trouble. They are responsible for general law and order as well as for dealing with any unexpected emergencies. Watchmen are usually employed by local authorities, and their powers vary from place to place; in many towns their powers are almost absolute, especially when they are dealing with the poor and defenceless. It is the Watchman's curse always to be unpopular with the people of the towns and cities; they are recruited from the dregs to combat the dregs. Only a rare few are professional lawmen. Ironically, it is normally these who give up the unequal struggle, and seek life and adventure elsewhere.

Skills
Strike Mighty Blow
Strike to Stun

Trappings
Club
Lantern and pole
25% chance of Mail Shirt
Leather Jack (if character does not have Mail Shirt)

Career Exits
Bounty Hunter
Judicial Champion
Mercenary Captain
Racketeer
Roadwarden (except Halflings)



•WIZARD'S APPRENTICE•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+1			+10		+10		+10	

Wizards must serve a long and dangerous apprenticeship. By becoming apprentices, aspiring Wizards find themselves working many long hours at menial tasks in return for lodgings and, occasional magical instruction. Many apprentices tire of scrubbing floors, fetching and carrying, and being treated as menial servants, and do not complete their apprenticeship.

Skills
Arcane Language - Magick
Cast Spells - Petty Magic only
Read/Write
Secret Language - Classical
50% Chance of Scroll Lore

Magic Points
2D4 Humans and Elves
1D4 Dwarfs and Halflings

Trappings
None

Career Exits
Bawd
Charlatan
Entertainer - Bunko Artist
Gambler
Grave Robber
Tomb Robber
Wizard, level 1

•WOODSMAN•

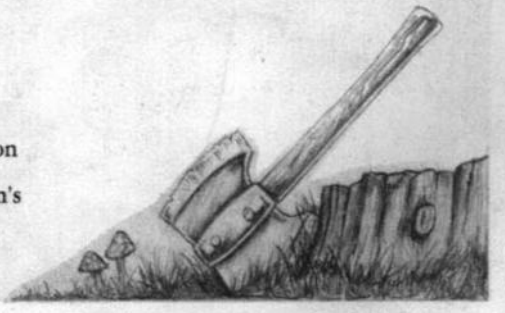
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1		+2	+10					+10		

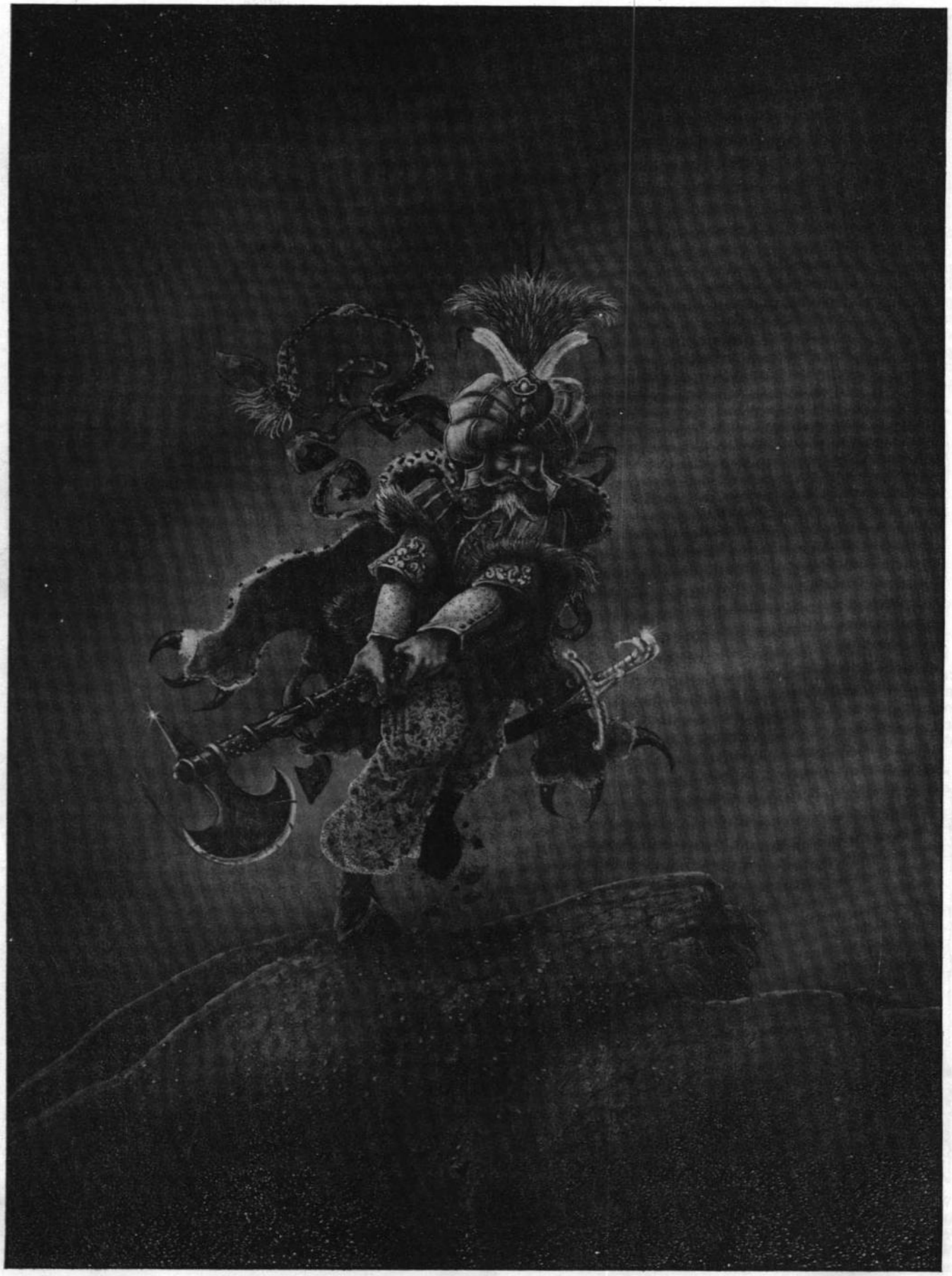
Woodsmen live among the mighty forests of the Old World, looking after trees which they will fell for timber. The Woodsman must also be able to recognise and dispose of any vermin that threatens the timber. Most work on the estates of landed Nobles, but the more enterprising set up on their own, working the fringes of the forest, selling lumber or building new settlements. Most realise their skills might bring them greater reward in the wilder parts of the world as adventurers.

Skills
Concealment Rural
Follow Trail
Identify Plants
Secret Language - Ranger
Set Trap
Silent Move Rural
Specialist Weapon - Two-handed Weapon
Spot Trap
75% chance of Secret Signs - Woodsman's

Trappings
Leather Jack
Two-handed woodsman's axe

Career Exits
Druid
Outlaw
Scout





•SKILLS•

This section details the large number of useful skills that are available to the players' characters. A good player will use these skills several times in the course of an adventure, finding many occasions when the character's talents are of great importance. The gamesmaster, however, should not be bulldozed into giving players advantages just because they insist that their characters' skills are beneficial - each case should be judged independently, and the character should benefit from the skill only where there is clearly some connection between that skill and the desired action. The gamesmaster should include chances for the players to exercise their skills when designing the adventure in the first place, especially those skills that are less likely to come up in the normal course of play.

•HOW SKILLS ARE USED•

The use of skills should be self-explanatory; when a character wishes to perform an action - for example, driving a cart, riding a horse, or stealing a coin from a table - the gamesmaster will know, or can be told, whether the character has the relevant skill. If so, the gamesmaster can refer to the description of the skill, and use common sense to determine whether the skill applies to the situation, and what the outcome of using the skill will be. Many actions will be automatic; from the examples above it should be clear that if a character wishes to drive a cart, and has the Drive Cart skill, then the character will manage to drive the cart without difficulty. In other cases, skills confer benefits for actions that anyone can do, such as stealing a coin. What matters then is how good the character is at getting that coin, and a skill will enhance the character's chances. This is worked out by having the character make a Test. The rules for Tests are in the **GM Section**.

From the skill descriptions, the gamesmaster can tell what the situation will be if the character doesn't have the skill. If a character does not have a Drive Cart as a skill, but tries to drive a wagon away, then the gamesmaster can be sure that the action will fail. In other cases, it might not be so clear cut.
Gamesmasters must use their discretion, think logically and fairly, and use some imagination.

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•HOW CHARACTERS GAIN SKILLS•

Characters gain several skills at the generation stage. These are:

- mandatory skills for race
- initial skills rolled on the skill chart for Career Class skills listed in the career description for Basic Career.

These skills are intended to represent the talents characters have picked up during the pre-adventuring part of their lives. As characters move on through advanced careers, they will have the opportunity to acquire more skills by spending experience points. Your gamesmaster will explain this to you as the need arises.

•RANDOM SKILLS•

If it should become necessary to generate skills randomly, the following method can be used:

Roll a D12 twice. Subtract 1 from the first roll, and multiply the result by 12. Then add the result of the second roll. This will give you a number from 1 to 144. If the result is more than 133, roll again. The following chart summarises the process:

D12 first roll	D12 - second roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	13	14	15	16	17	18	19	29	21	22	23	24
3	25	26	27	28	29	30	31	32	33	34	35	36
4	37	38	39	40	41	42	43	44	45	46	47	48
5	49	50	51	52	53	54	55	56	57	58	59	60
6	61	62	63	64	65	66	67	68	69	70	71	72
7	73	74	75	76	77	78	79	80	81	82	83	84
8	85	86	87	88	89	90	91	92	93	94	95	96
9	97	98	99	100	101	102	103	104	105	106	107	108
10	109	110	111	112	113	114	115	116	117	118	119	120
11	121	122	123	124	125	126	127	128	129	130	131	132
12	133	134 - ROLL AGAIN										

The number generated by the two die rolls is the number of the skill, from the alphabetical list above. When generating NPCs, feel free to reroll or ignore results which duplicate skills or which are unconvincing. Skills should be generated randomly only for NPCs - never for player characters.

•SKILL DESCRIPTIONS•

Acrobatics This skill allows characters to be highly-trained athletes, capable of amazing feats of tumbling, leaping, jumping, etc. Characters with this skill should add 2 yards to the distance of any Leap, and a +2 modifier to the die roll for damage from Jumps and Falls. In addition, they can Climb all but sheer surfaces without needing to take Risk tests (see *Jumping, Falling, Leaping, Climbing*).

Although characters with Acrobatics can perform back-flips, hand-stands, somersaults and cartwheels without risk, they may not perform acrobatics and simultaneously combat, or attempt any manipulative actions, such as opening doors.

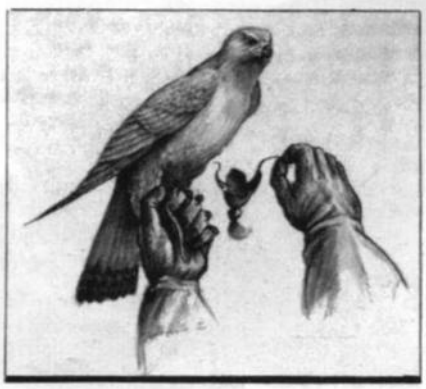
Characters with this skill may seek work as entertainers with a +10% modifier to Employment tests, or may Busk with a +10% modifier for the test.

Acting Characters able to act can assume or feign other identities as well as project themselves before an audience. They may Bluff or Gossip with a +15% modifier to the test. Actors also have a stock repertoire of speeches, and a good actor will be able to recite these at the drop of a hat, which allows them a +10% modifier to all Busk tests.

Acute Hearing Characters with this talent are blessed with astoundingly good hearing. They may make Listen tests with a +10% modifier, and may also add 2 yards to the normal distances over which sounds can be heard.

Ambidextrous Ambidextrous characters can use both hands equally well and suffer no disadvantageous modifiers for using weapons wrong-handed. They also have a +10% modifier for all Risk tests based on Dexterity to account for their greater adroitness.

Animal Care Characters with this skill are used to dealing with domestic animals, including riding animals and beasts of burden. They are aware of the requirements of the animal as regards general care, feeding, grooming and exercise. They will also be likely to spot any developing illness or sign of discomfort. Typically, this skill applies to horses, other equines and cattle.



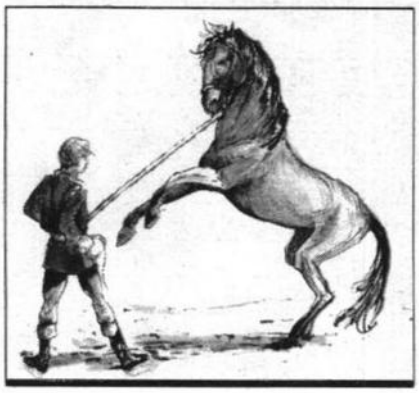
Animal Training Characters with this skill can train animals to perform certain duties or tricks. The skill is general, and applies to horses, dogs, hawks and other pets as well as suitable wild animals. Any non-fantastic animal can be trained (unless noted otherwise in **The Bestiary**), as long as it has an Intelligence of 6 or more. The more complicated the task is, the longer it takes to teach, as the following guidelines show:

Obey simple verbal command in the character's presence	1 week
Count, balance balls, perform party tricks	3 weeks
Fetch items or obey commands whilst out of the character's presence	10 weeks
Train a fighting animal, such as a hawk, warhorse or guard dog	12 weeks

The training must be appropriate to the animal. A warhorse could be taught to remain absolutely still, even in the midst of great excitement and the smell of blood; a hawk will obey 'Attack' and 'Return' commands, or return to a lure.

The loyalties of a trained animal cannot always be transferred to a new owner. The gamesmaster should determine if this occurs. Warhorses would probably accept a new owner, whilst dogs would be less likely to do so.

The skill additionally confers a +10% modifier to all Employment tests for work as retainers, stable lads, falconers, or whichever is appropriate.



Arcane Language Characters with this skill can speak, read and write one of the arcane languages. Arcane languages are used *only* for the purposes of magic, and they are never spoken merely to communicate - indeed that would be largely impossible. All books, scrolls and other inscriptions of a truly magical nature are written in one of the secret arcane languages. A magical book or inscription may be written in an ordinary language, but it will have no power to teach a magical spell, and will not in itself be magical - it would be a mere curiosity.

There are six different arcane languages. The character will know the language indicated from the career description.

Magick - This is the usual language humans use for magical purposes in the Old World. Almost all scrolls are written in Magick, and all wizards, as well as many other privileged characters, can utilise it.

Old Slann - A very old language, encountered only in very ancient, and rare, artifacts and books.

Arcane Dwarf - Known only to the Dwarf Magicians. It bears a resemblance to ordinary Dwarfish, but it is far more subtle. It is extremely rare. Most Dwarf practitioners of magic use *Magick* instead.

Arcane Elf - Known only to the Elf Magicians. As with *Arcane Dwarf*, the language is based upon an ancient form of the present-day tongue, but is far more powerful. It is used only in the Elf Homelands, and by wandering High or Sea Elves. It is not known at all to the Elves of the Old World, who use *Magick* for their own purposes.

Druidic - The tongue of the Old Druids as spoken by the most ancient of men, who inhabited the Old World in days of Old. It is extremely rare, although it can be found inscribed upon many of the ancient tombs and artifacts of the Old World.

Demonic - This is the language spoken by demons and used in all demonic conjurations.

Art Artists can paint, sculpt or produce other works of art. Some are limited in the type of work they can do as defined under the appropriate career. Whatever their talent, artists can produce useable or saleable items (saleable at the gamesmaster's discretion naturally!), including convincing copies of existing works of art.

The following chart can be used by the gamesmaster to establish the sale values of the artist's work and the percentage chance of a forgery being spotted as a fake by a non-expert:

Time spent	Sale Value	Detection
1 week	10D12 Crowns	Buyer's Intelligence %
+ per week	+10D12 Crowns	+10% - maximum 90%

The maximum time that can be spent on an average painting or sculpture is two months. Larger or finer works are at the gamesmaster's discretion.

The Sale Value depends upon the Artist being acceptable to the purchaser. Not everyone in the Old World values art highly, and the gamesmaster must allow for the possibility that the character's art just doesn't fit in with what people are willing to buy... Even so, the character has a 10% modifier to all Busk tests.

Artists are better at spotting forgeries themselves, and should add a +15% modifier to their Intelligence for the purposes of Detection.

Astronomy Characters with this skill are familiar with the heavens and the cycles of the heavenly bodies. They can recognise constellations, planets and unusual bodies such as comets, novae, etc. On a successful Intelligence test, the character can navigate by the stars with reasonable accuracy, and can predict cyclic astral events such as eclipses and meteor showers.

Begging This is a skill learned the hard way, and usually through strict necessity. Characters with this skill know all the standard beggar's tricks: pleading, grovelling, whining, pretending to be a war hero and so on. The skill allows characters to earn a little cash. On a successful test based on the average of Will Power and Fellowship, the character will gain D3 Silver Shillings. A test should be made for every hour of begging. Any success depends ultimately on being in the right place at the right time, and the gamesmaster should modify the chance of success and the reward as circumstances warrant.

Blather Characters with this skill may attempt to blather against characters who speak the same tongue. Blathering can be used in almost any situation in order to gain time. Blatherers simply invent a complete string of nonsense, ranting on and on whilst their victims stand dumbfounded, wondering whether they are insane, intoxicated or possibly dangerous. Blathering is always nonsensical - it is not an attempt to bluff; only to confuse. Blathering characters should make a test against Fellowship. A successful test indicates that the blathering succeeds in its purpose for that ten second combat round. Success by +10% or more points indicates that it works for D6 additional rounds. After this time, the victim will wise up, and the character had better run for it.

NPCs will not remain transfixed by a blathering character if they are in obvious danger, or if blatant preparations are being made to harm them. Although blathering characters may transfix any number of opponents, they are unlikely to succeed with more than one if anything else is going on around them, such as a fight.

Boat Building Characters with this skill have worked building boats and understand the basic principles and requirements of constructing sea or river-going vessels. They are familiar with nautical terminology as well as the normal range of wood-working and sail-making tools. Given time and equipment, characters would be able to repair or construct a boat. Rafts or other improvised craft can be built at the rate of ten man hours per passenger to be carried.

Characters with this skill have a modifier of +10% for Construct tests when employing wood or other boat-related raw materials.

Brewing Characters with brewing skills can brew wine and beer, and understand the principles of the fermentation process. They are able to judge the quality of the ingredients and the finished product, estimate fermentation times in any given environment, and judge whether a particular brew is ready. They also have a +10% modifier to their chance of noticing a drug or poison in wine or beer (see *Administering Poisons*). If successful, the presence of some foreign substance will be detected, but not its nature.

Bribery Characters with this skill have mastered the art of buying favours. They know who to bribe, what to offer and how to go about it. They have a +20% modifier to Bribe tests (see *Standard Tests* - note that money is not the only thing that can be used for a bribe).

Carpentry Carpenters have experience of working with wood, constructing items such as furniture, house fittings, chests, wagons, etc. They are familiar with woodworking tools, techniques and types of timber.

Characters with this skill have a +10% modifier to Construct tests when building wooden structures.

Cartography Characters with this skill are familiar with the practices and uses of map-making. They can read maps, even if they are drawn in an unconventional or archaic manner, or depict unknown areas. They are also able to recognise coastlines and other geographic features, even when distorted, badly drawn or presented in a disguised fashion. Using a map, cartographers can guide themselves or others towards a certain goal, or in a specific direction.

Cartographers are also very good at remembering directions and features. This is very useful in dungeons, and may enable a character to remember a way out or recall where a passage leads. Tests are made against Intelligence to determine success.

Cast Spells Characters with this skill may cast magical spells appropriate to their career and mastery level. See the **Magic Section** for complete details.

Charm Characters with charm have that indefinable quality which allows them to get on exceptionally well with people, who will generally be friendly and helpful. Charming characters will find it easy to persuade other people of almost anything. They can 'turn on the charm' at will, giving them a +10% modifier to all tests involving Fellowship.

Charm Animal Characters with this skill get on exceptionally well with animals, and receive their trust for some reason. Domestic animals with an Intelligence of 10 or more will be affected as soon as they approach within twelve yards of the character. They will respond by wagging their tails, mewing, purring or acting in a similar friendly manner, and - unless restrained by a leash, tether, fence or something - will start to follow the character around.

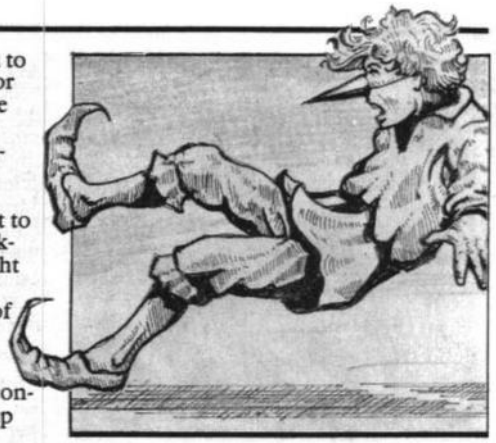
Simple verbal commands can be given to any animals with an Intelligence of 5 or more, as long as they are within twelve yards. A test against the animal's Will Power must be made to determine success. These commands must be very basic, such as 'Follow me', 'Halt', 'Go away', etc. Characters may also attempt to influence animals threatening or attacking them. In this case, the animals might obey a simple 'Go away', but they will show the character no outward signs of affection.

The gamesmaster can enliven the proceedings by having charmed animals constantly trailing the character, turning up unexpectedly, getting in the way and generally making a nuisance of themselves.

Chemistry Characters with this skill have a reasonable understanding of the principles of chemistry, although their knowledge will often be in a mystical or magical form.

As chemists, these characters have the ability to recognise various types of mineral ores, naturally occurring chemical compounds and prepared chemicals. They also know where to look for these items (eg, that sulphur can be obtained from volcanic pits, etc). Chemists also understand how to extract and refine chemicals from mineral ores or compounds. They can isolate an element from its compound to produce iron, copper, silver, etc.

It is left up to the gamesmaster to guide players running characters with this skill. They should be permitted to manufacture certain compounds, but must be restrained from trying anything too complex or unlikely. TNT is definitely out! Gunpowder and various flammable mixtures should be permitted. Gunpowder comprises a mixture of sulphur, saltpeter and carbon, whilst most of the 'Greek Fire' mixtures of ancient times contained naphtha and usually sulphur, as well as various bitumen substances and oil. A test against Intelligence should be used, with modifiers to reflect the complexity of the task, as the gamesmaster sees fit. Serious failures can be expensive, messy and painful.



Clown Characters with this skill have worked as clowns, usually as part of a travelling circus or within a company of players. Clowns concentrate on visual humour, slap-stick and crude jokes. Even companies specialising in high drama and tragedy employ clowns for comic relief during their productions, if only to keep the stupid and drunken portion of the audience happy. Clowns can Fall and Jump with a +1 modifier to the damage roll (see *Jumping, Falling, Leaping, Climbing*). They also have some acting skill which allows them a +10% modifier to Bluff tests. Comic recitals can be performed to order - which allows the character a +10 modifier to all Busk tests.

Comedian Comedians have normally worked as entertainers, telling amusing stories, anecdotes and jokes. Unlike clowns, they rely on verbal humour only, although they can develop acting talents and usually work in company with other actors or entertainers. Comedians have a repertoire of amusing stories, which makes them interesting to talk to, and which gives them a +10 modifier on all Busk tests.

Characters with this skill have a +15% modifier when making Gossip tests.

Concealment Rural A character with this skill can hide in rural environments almost perfectly, using trees, branches and undergrowth for cover. Hide tests should be made with a +20% modifier if the character is keeping still, or a +5% modifier if the character is moving cautiously. Rural environments are basically all non-urban areas: farms, woodlands, river banks, fields, parks and gardens, jungles, swamps and so on. The distinction between rural and urban can blur in some circumstances, for example formal gardens attached to a town house. In such cases the gamesmaster should decide the environment involved.

Obviously, there needs to be somewhere for the character to hide. The gamesmaster should ask the players to describe what their characters are doing to hide, and modify the chances accordingly.

Concealment Urban Characters with this skill can hide in urban environments almost perfectly, using the shadows of doorways, back alleys, walls and fences for cover. Hide tests should be made with a +20% modifier if the character is keeping still, or a +5% modifier if the character is moving cautiously. Urban environments are basically built-up areas; the skill can be used both inside and outside of buildings. The distinction between urban and rural can blur in some circumstances, such as farm buildings, and in such cases the gamesmaster should decide the environment involved. These skills also apply to certain underground situations, such as artificial tunnels and rooms.

Obviously, there needs to be somewhere for the character to hide. The gamesmaster should ask the players to describe what their characters are doing to hide, and modify the chances accordingly.

Consume Alcohol Characters with this ability have developed an unusually high resistance to alcohol, being able to consume large quantities without much visible effect. They can drink most other characters under the table. They suffer only half the normal characteristic reductions due to alcohol consumption (see *Poison*), but their Will Power tests to resist the lure of another drink are made with a -10% modifier.

Contortionist Contortionists receive their training from circus people, or through some strange religious discipline. The skill allows them to control their bodies in ways not possible for normal people: moving bones out of sockets, distorting the physique in lots of horrible ways, and otherwise being revolting.

They can escape from ropes, chains or other bonds on a successful test against Dexterity, with a penalty equal to *half* the Intelligence of whoever secured the bonds.

Contortionists can also squeeze through ridiculously narrow openings, such as the bars of a cell or a narrow ventilation shaft. 6 inches x 1 foot is the narrowest practical gap such a character can squeeze through. Even though many people find their antics repulsive, contortionists have a +10% modifier for all Busk tests.

Cook Characters who can cook can prepare food to a high standard, and judge the quality of both ingredients and the finished product. They also have a +10% modifier to their chance of noticing a drug or poison in food (see *Poisons*). If successful, the presence of some foreign substance will be detected, but not its nature.

Cryptography Characters with this skill have been trained in the art of devising and cracking codes and ciphers. They can devise a new code on a successful Intelligence test, and have a +10% modifier for any Intelligence tests made in order to break unfamiliar codes. The gamesmaster may assign modifiers for exceptionally easy or difficult codes.

Cure Disease Characters with this talent may attempt to cure any disease. They can recognise common illnesses automatically, and may be able to recognise rare diseases if a successful test is made against their Intelligence. Once a disease is recognised, the gamesmaster can tell the character what must be done to administer a cure, and any special requirements - herbs, potions, etc - the cure involves. When administering a cure, the skilled character must make a successful Intelligence test, with a modifier equal to the patient's Toughness. If this test is successful, the patient will suffer no more ill-effects from the disease, and recovery time will begin immediately; if the test is unsuccessful, the treatment will have had no effect, though another attempt may be made on the following day. Critical failures (see *Tests*) should have very drastic outcomes - possibly even the death of the patient. A character with this skill can provide *Medical Attention* to shorten recovery time (see *Combat* and *Disease*).

Dance Characters who have this skill can dance exceptionally well, either formally, informally or both. They may add a +10% modifier to Employment or Busk tests when seeking employment as entertainers or when providing street entertainment.

Demon Lore Characters who have this skill can recognise a Demon when they see one, and can distinguish general types at a glance (Greater, Lesser or Servant). They are sensitive to the smell and aura of demons, and will be able to tell if there are Demons within forty-eight yards, even if they cannot be seen. Characters without this skill may not know that it is a demon they are going up against, but the gamesmaster should be hinting pretty strongly that the opposition looks tough and *very* unfriendly....

When confronted with a Demon, a character may be aware of its capabilities, weaknesses and disposition. To determine this, the gamesmaster can test against Intelligence when the character meets a Demon of a previously unencountered type. If the character has met up with a type of Demon before, all these details will be known automatically the next time one turns up.

Disarm Characters with this skill may choose to disarm an opponent rather than do damage. The player should state that the character is trying to disarm the opponent, roll to hit as normal and then *roll to hit again*. If both rolls are successful, the

opponent is disarmed; otherwise, nothing happens. Weapons knocked out of an opponent's hand will travel 2D6 yards in a random direction. This skill cannot be used against a creature which has a bite, tail-lash or other unarmed attack.

Disguise Characters with this talent are skilled at preparing and using disguises. A disguise can be very elaborate, or quite simple. The gamesmaster should bear in mind how much effort has gone into a disguise when deciding whether it works or not. A disguised character can pass unnoticed amongst unsuspecting people, and will pass casual examination if a test against Fellowship is successful. Close examination will always reveal a disguise, although the character may forestall such examination by means of a successful Bluff. Again, the gamesmaster should take the nature of the bluff into account: something like "Don'ee search me too roughly deary ...I's bin a bit delicate since I got a touch of the Old King's Rot" ought to be successful in most cases....

Divining This skill can be used to try to discover information not normally available to a character. For example, it might reveal the whereabouts of a lost jewel, the projected coronation date of a new monarch or the winning number in the town lottery. The gamesmaster must be discreet when giving a player information of this kind; answers should not be too cut-and-dried. Be cryptic - leave room for erroneous interpretation or ambiguity. The gamesmaster can establish the success of divination by a test based on the character's Intelligence.

Divination can take many forms - crystal gazing, sand writing, throwing bits of bone around, etc - but in all cases some sort of object/s or divining utensil is used. The player should establish the character's own method, and stick to it. Optionally, a character who is skilled in one form of divination may acquire the skill a second time to become skilled in another form.

Dodge Blow Characters with this ability are especially skillful at avoiding blows from hand-to-hand combat, by ducking or weaving away from the blow. To dodge successfully, the character must make a successful Initiative test. A successful dodge means *all* damage from that blow is ignored. Only one dodge can be made per combat round, and characters may only dodge a blow that they see coming. Surprise attacks cannot be dodged, and neither can missile fire from bows, crossbows or firearms.

Dowsing Characters with this skill will be able to locate sources of underground water using only their natural instincts, provided they pass an Intelligence test. The gamesmaster should decide the probability of water being present in any location. In desert regions this skill should normally enable a character to survive all but the worst conditions.

Drive Cart Characters with this skill have experience of driving carts or wagons. They may drive any sort of vehicle - cart, wagon or even chariot with perfect confidence, being able to control the horses/beasts automatically, without having to make a Risk test, and without attracting untoward attention or causing possible accidents. See *Movement* for more information on various forms of transport.

Embezzling Embezzling is a very useful skill to have, since it allows the character to acquire sums of money seemingly from nowhere.

If placed in a job which involves contact with money, the character can employ this skill. The gamesmaster should test against the character's Intelligence to establish whether the character is successful. A successful embezzler 'acquires' D6 crowns and always escapes detection, or, at worst, cannot be suspected. If the test is failed, nothing is acquired, and the character may be suspected. If the attempt fails by 40% or more, the crook is caught red-handed.

Characters can attempt to embezzle as often as they like. If they embezzle more than once per day from the same place, each successive attempt is subject to a disadvantageous test modifier: -10% for the second attempt that day, -20% for the third and so on.

The gamesmaster should adjust the amount of money available to suit the precise context of each attempt. A character embezzling from a state treasury could acquire much more money than D6 crowns, whilst a poor shop-keeper might only be good for D6 shillings. This skill may only be used when a character is employed in a job which involves handling money.

Engineer Trained engineers have a good understanding of mechanical principles and methods of construction. Although they are used to working with others, they are quite capable of completing most jobs individually, with a +20% modifier on Construct tests.

Engineers are conversant with metal/woodworking tools and terminology. They are able to draw up plans, and can interpret technical drawings no matter how obscure or involved.

Escapology Characters with this skill have received training from either circus people or a religious body. They cannot be restrained by normal means; sooner or later they will escape any bonds; it doesn't matter if they are ropes or chains. The escape happens after a successful test against Dexterity, which may be tried once every turn.

Characters with this skill have a +10% modifier to all Busk tests.

Etiquette Characters with this skill are fully conversant with social conventions, knowing the correct way to behave in most situations. They have an across-the-board modifier of +10% to all standard tests and characteristic checks in situations where the character is mixing in high society.

Evaluate Characters with this skill have a practised eye, and can judge the worth of goods with a fair degree of accuracy. They have a modifier of +10% to all Estimate tests, and the margin of error is reduced to 5% in all cases (see *Standard Tests*).

Excellent Vision Characters with exceptionally good eyesight can see objects at +50% normal distances. This does not affect night vision distances, but it does affect the distance that can be seen with a torch, lantern, etc (see *Light and Darkness*).

Fire Eating Characters with this skill have worked as fire eaters with circuses or other travelling entertainers. They can extinguish burning sticks in their mouths, juggle or balance burning objects, and even breathe fire. They are so used to dealing with fire that any damage they receive from fire-based attacks will cause one less wound than it would otherwise. The character can kindle fires in the most unpromising situations.

Fire eaters may breathe fire using a special inflammable alcohol-based preparation, which they can manufacture themselves using standard alcoholic spirits. This is normally kept in a small flask. It can be drunk without causing serious, long-term harm, although most characters would be sick for several days afterwards. Fire eaters take a swig of this strange beverage every time they want to breathe fire; this takes a turn. Fire can be breathed at a single target as either a missile weapon or combat attack. Maximum range is two yards. Hits cause D4 wounds with a strength of three, plus D4 additional wounds at strength three on flammable targets.

Characters with this skill have a +10% modifier for all Busk tests.

Fish Fishing is not a sport, but a necessity for many people; fish form an important part of their diet. Characters with this skill are quite canny with a hook-and-line or net. If properly equipped, characters can catch fish from any waters, but the gamesmaster must decide how long it will take to catch the amount of fish required - this should vary from place to place, or day to day. A good rule of thumb is that it takes D4 hours to catch enough fish to keep one person alive for one day.

Fishermen know where to find specific sorts of fish, and what habitats different fish prefer. Catching rates and probabilities are at the discretion of the gamesmaster; fishing in winter, for example, should be difficult, or even impossible.

Flee! Characters with this skill are fit and agile runners, and may add 50% to their Move characteristic when running away from a combat or other threat.

Fleet Footed Characters with this talent are good, fast runners, and very nimble on their feet. Their **M** score is increased by 1 point.

Follow Trail Characters with this skill can follow any trail made by animals or travellers; a faint or difficult trail may require an Intelligence test, at the gamesmaster's discretion. The trail can be followed without the tracker becoming slowed down. From hoof impressions, the state of fires and other trail features, characters can Estimate the distance between themselves and their quarry (either in days or distance) with a +10% modifier. Trackers may also add a +10% modifier to tests to Estimate the numbers of quarry and, in some cases, their racial types. They can identify animal species from their droppings where present.

Frenzied Attack Certain characters are somewhat mentally unstable and prone to fits of violent temper or indiscriminate violence. This leaves them subject to Frenzy (see *Standard Tests*).

Gamble Characters with this skill are accomplished statisticians and experienced gamblers. They know how to make the odds on any game work for them, and so all Gamble tests should be made with a modifier of Int/2. Characters may choose to 'throw' any gambling attempt, in which case they will automatically lose and no test is required.

Game Hunting Experienced hunters know where to look for game and the best way of dealing with it. The gamesmaster must decide which specific animals could be found in a given place, and can tell characters the sort of animals they might expect to encounter.

A test made against a character's Intelligence will give the gamesmaster an idea of whether game has been found. A failed test indicates nothing, whilst a successful test indicates that game of some kind has been located. The degree of success can be taken as a guide to the number of animals, and whether they are what the character was looking for. Depending on the situation the test can be performed once per day, or more or less often.

Gem Cutting Characters with this skill can cut gems given the correct tools and sufficient time, at the rate of D6 stones per day, so long as no stone is worth over fifty gold crowns. Stones worth fifty-one to one hundred gold crowns each take a whole day to cut. Stones worth over one hundred gold crowns each take D6 days to cut.

To determine success or failure, a test should be made against the average of Intelligence and Dexterity. If successful, the value of the gem is increased by 5% for every point under the requirement rolled on the dice (so an Intelligence 50, Dexterity 40 gemsmith rolling 05 would have increased the value by 200%). If the character is recutting a once-cut gem, the increase in value will be 10%. If the test is failed, the value of the cut or uncut stone is halved, and the character must start from scratch working on the smaller stone. Large gems may be split into smaller gems totalling 75% of the original value, and jewelry can be broken up or recut, losing 10% of its value.

Haggle Skilled bargainers can often obtain goods at well below market prices. Characters with this skill have a +10% modifier to all Bargain tests.

Heal Wounds Characters with this skill can minister to wounded characters in two ways. In the field, they can provide first aid — binding wounds, staunching blood, and so on — which will have varying effects, depending on how seriously wounded the patient is (see **Combat** — *Wounds and Recovery*). The character providing the treatment must make a successful Intelligence test. If the patient is lightly wounded, treatment takes 1 game turn and restores 1D3 Wound points. If the character is heavily wounded, treatment still takes 1 game turn, but only 1 Wound point will be recovered. However, the character can now be considered to be only lightly wounded. Note that only one treatment may be performed until the character suffers further damage. It is not possible to use this skill to aid a heavily wounded character, and then treat the now lightly wounded character again in order to restore further Wound points. If the patient is severely wounded, and losing further Wounds each round, the character may only stop the bleeding and prevent further Wound loss. This takes 1 combat round, and further attempts may be made as long as the character lives. The patient does not recover any Wound points, however, and will still die unless successfully treated by a character with *Surgery* skill within 24 hours.

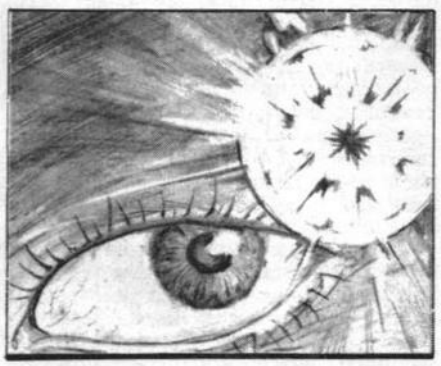
This skill may also be used to accelerate the recovery of lightly wounded characters. The character using the skill must make an Intelligence test with a bonus of +20, and provided that he or she is in attendance for at least half-an-hour each day, the wounded character will regain a number of Wound points equal to his or her Toughness each day. Even if the test is failed, the patient will still regain a number of Wound points equal to ½ Toughness.

Heraldry Characters educated in the reading of heraldic devices may recognise any heraldic device emblazoned on a shield or other item, know to whom it belongs and know a little of their history and genealogy, after a successful test against Intelligence.

Herb Lore Characters with this skill can recognise the various types of herbs. They know about herbs' properties and whether they must be gathered at specific times of day/year, or under special circumstances. The gamesmaster can indicate to characters places where they are likely to find herbs growing after a successful test against Intelligence.

History Characters with this skill have considerable knowledge of local history, as well as a good idea of history in general. They are aware of all important events that have occured within their own 'home town' area in the last hundred years. What exactly constitutes an important event is left up to the gamesmaster, who can feed the player information as circumstances warrant. Test against Intelligence to establish the extent or accuracy of knowledge about any particular event.

More distant history, or non-local history, is also available to characters, but in less detail.



Hypnotise This skill can be learned from travelling entertainers and some mystics. To hypnotise another person, a character's attention must be kept on the subject for at least one entire turn. During this turn, the hypnotist places the subject in a trance, possibly using a swinging bauble and suitable chant for this. If the subject is resisting the effects, a test against Will Power should be made each turn to establish whether the hypnotist has been successfully resisted.

The hypnotist may ask entranced subjects questions, which must be answered truthfully. The hypnotist makes a test against Will Power, and may ask one question whatever the result. If the test is successful, the hypnotist may ask D4 additional questions.

Once the last question has been answered the subject will emerge from the trance naturally within D6 turns, or sooner if so compelled by the hypnotist.

Identify Magical Artifact Characters with this skill can detect the presence of a magical artifact by touch in the same way as Magical Sense. However, this ability is not a magical one, it is simply a matter of experience and knowledge.

Should characters encounter a magical artifact of unknown type, they may use this skill to try to find out something about it. The gamesmaster should make a test against the character's Intelligence. Success indicates that the character remembers reading or hearing something potentially useful about the object, and the gamesmaster can provide information accordingly.

Identify Plant Characters with this skill can identify common plants and spot unusual ones. Whilst they lack the herbalist's precise knowledge, they can recognise different types of herbs and may know vague details regarding their use. The gamesmaster should test against characters' Intelligence in order to determine whether they can find specific plants.

Identify Undead Many undead or ethereal creatures appear in human or other solid forms which seem to be normal living creatures. Characters with this skill, however, can recognise them for what they are at once. At the gamesmaster's discretion, an Intelligence test may be necessary to tell two similar-looking undead or ethereal creatures apart; refer to the appropriate section of The**Bestiary** for further details.

Immunity to Disease Characters with this talent have had a long period of exposure to various diseases, and have developed an unusually high resistance to them. They gain a +10% modifier on all Disease tests.

Immunity to Poison Characters with this skill are so used to dealing with toxins that they have developed an unusually high resistance to them. They have a +10% modifier on all Poison tests. In addition, such characters are totally immune to three specific kinds of poisons or animal venoms. These can be chosen by individual players, although they must justify how the character acquired the immunity in question. Old Worlders are unlikely to have developed immunity to Slann poisons, for instance, unless they have been to Lustria.

Jest Jesters are versed in the traditional skills of bawdy humour, innuendo, sarcasm, wit and irritation. Quite why this should be regarded as entertainment is something of a mystery. Nonetheless, the retention of a family Jester is a status symbol amongst the nobility.

The character has a +10% modifier to all Bluff and Busk tests.

Juggle Jugglers are experts at balance and poise. They are able to juggle just about any object, or balance things on their heads, noses, etc. They can also throw and catch with great accuracy at ranges of up to ten yards - modify their BS characteristic by +15% in such circumstances. At greater distances, characters still have a +10% modifier to all BS tests made with thrown weapons, up to the weapon's normal maximum range. They also have a +10% modifier to all Busk tests.

Law The law skill reflects a character's ability to handle legal systems and arguments; such characters have formal

legal training, or - at the very least - some sort of legal experience. When encountering a legal system in any place, the player can invoke this skill in an attempt to avoid the character's incarceration or punishment, or to lessen a statutory punishment. Success can be established by the gamesmaster, using a test against the character s' Intelligence.

Lightning Reflexes Characters with naturally fast reflexes, or those trained by years of experience or practice, have an advantage in combat. Such characters have a +10% modifier on their Initiative profile score.

Linguistics Characters with this skill have a natural affinity with language which goes beyond learning and experience. They pick up languages very quickly and can learn enough of any tongue to 'get by' within one week of en-

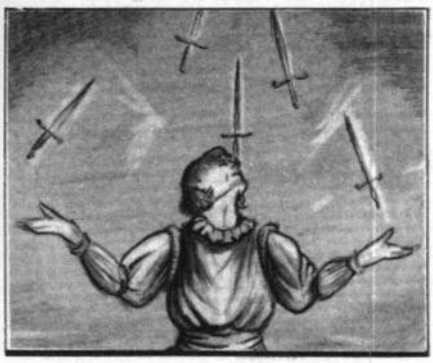
countering it. They can also communicate with people even if they speak a different language - although such communication may be fairly basic. The character has a +10% modifier for all Understand Language tests.

If characters can read, they may be able to translate from unknown languages. This is left to the gamesmaster to decide under the circumstances, but must *not* include magic scrolls or anything written in an arcane language.

Lip Reading Characters with this talent have learned how to read what people are saying from the movements of their lips. They can 'listen in' to whispered conversations, provided that they have a clear view of the speakers' lower faces. A test against Intelligence is necessary to lip-read successfully; the gamesmaster may impose modifiers for extreme distance and other considerations. If the character cannot understand the language being used in a conversation, lip-reading is impossible.

Luck Characters who were just 'born lucky' find that whatever they do, things seem to work out all right in the end.

Such characters can use their luck in order to add one to or subtract one from any D6 dice roll, or modify any D100 roll



by 10% at any time. This luck modifier can be applied to a dice score after rolling dice in order to turn a failed result into a success.

Characters can use their luck modifiers a certain number of times every day. The first time a character uses the luck modifier during that game day, the gamesmaster secretly rolls a D6. The score indicates how many times characters can use Luck on that day. The gamesmaster knows this number and notes it down, but players have no idea how many times they can call on their luck, until the first time it fails...

Magical Awareness This skill is unique to magic-using characters. A character with this skill who remains totally inactive for a whole game turn (one minute) will be made aware of the presence and rough direction of any other magic-using creatures or characters within one hundred yards. The character's concentration

must be absolute; speaking, moving, fighting or attempting anything at all will make this skill unuseable.

Magical Sense This skill is unique to magic-using characters. A character with this skill who touches an object which is affected by magic, or which is magical, will be able to sense this. The function or purpose of the magic will not be revealed, only that magic is present. A wizard is able to sense that another character or creature has magical abilities simply by touching, such as by shaking hands.

Manufacture Drugs Characters with this skill are able, on a successful Intelligence test, to manufacture drugs *either* from natural sources *or* from various chemicals; characters wishing to work with both types must acquire the skill twice. A drug made from a herb retains the properties of the herb, but in a more convenient tablet or liquid form. Drugs produced may be medicinal in nature (see Cure Disease) or poisons of deliriant or toxin type (see *Poisons*).

Manufacture Magic Items Characters with this skill are very experienced wizards, fully capable of manufacturing and using magical artifacts. Further details will be given in forthcoming supplements from Hogshead Publishing.

Manufacture Potions Characters with this skill are very experienced wizards, fully capable of manufacturing and using magical potions. See the **Magic Section** for further details.

Manufacture Scrolls Characters with this skill are very experienced wizards, fully capable of manufacturing and using magical scrolls. See the **Magic Section** for further details.

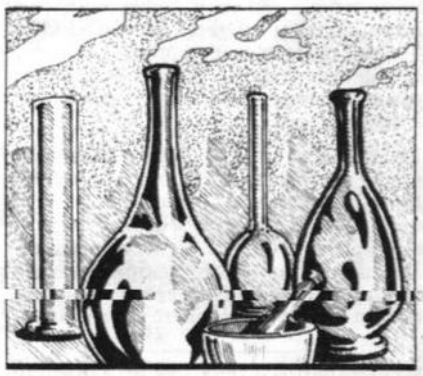
Marksmanship Marksmen are naturally good shots, and have a +10% modifier to any BS tests. Characters with a Specialist Weapon skill for a missile weapon gain a +20% modifier for that weapon.

Meditation This skill is used by characters with magical abilities, who are able to draw upon hidden reserves of mental stamina in order to rebuild their magical constitution.

The player should declare how many magic points the character is to recover (which must not take the character past his maximum level), and then roll 1D6 for each. When the dice scores are added together, the result indicates the length of time in game turns (minutes) the character must meditate. Once meditation is complete, characters can refuel their magic points by the pre-selected amount.

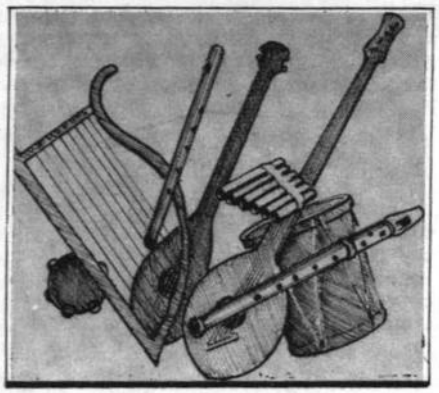
Meditation is a trance-like state. Whilst meditating, characters are unaware of their surroundings, and cannot stir even if attacked or struck (treat as prone - see the **Combat Section**). They may not so much as move or speak.

Metallurgy Characters with this skill can recognise the ores of the more important metals (principally iron, copper, tin, lead and silver) and can extract the metal from the ore, given the right equipment. They can also calculate the correct mixture of metals required to produce alloys of varying quality, such as mild steel, high and low grade bronze, pewter and electrum. Note that this skill confers no ability to work the prepared metal - Smithing skill is required for that.



Mime Characters who have this skill are able to convey a s ituation or story by movement alone, without sound and without any kind of props. They can seek work as entertainers with a +10 modifier to Employment tests or can Busk with a +10% modifier to tests. Characters with this skill may also attempt to use it to communicate across a language barrier; the gamesmaster should use discretion in deciding how effective an attempt to communicate by mime is, and how much of the intended meaning is conveyed, but in most cases a successful Intelligence test will indicate success.

Mimic Mimics have an ear for voices and accents, and can reproduce them almost faultlessly. This skill may be combined with Acting, Disguise, Throw Voice or Ventriloquism skills to enhance their effects. Precise results are left up to the gamesmaster, taking into account the exact circumstances, but in most cases a



10% modifier to Bluff tests should be the least benefit the character receives. Mimics should also have a +10% modifier to Busk tests.

Mining Mining skill is acquired through practical experience of mining, tunnelling and excavating. Characters with this skill gain certain advantages when moving about in the underground world. They are able to tunnel using appropriate tools, and are capable of constructing supports, floor planking and bridging and walling where the earth is soft. They should receive a +10% modifier to Construct tests for such tunnels.

Once underground, they can recognise most mineral ores, rock types and gem-bearing rocks. Where valuable minerals or gems occur as part of the natural rock formation, characters with this skill will usually notice them. The gamesmaster can test against Intelligence to determine success.

These characters also have a +10 modifier on the normal chance of noticing secret doors and concealed passages in underground complexes. Whilst underground, they can sense changes in direction, ground slope, temperature and humidity. The gamesmaster can use these traits to help players where appropriate.

Musicianship Characters with this skill can play a variety of musical instruments. There are three fields of competence; for stringed, wind and percussion instruments. Musicians are normally skilled with only one type of instrument, but characters acquiring the Musician skill for a second or third time may extend their range.

Players may choose a specific instrument, such as a mandolin, lute or recorder for a skilled musician character, although some careers specify a particular instrument. In either case, characters will be able to improvise on other instruments within the same competence field. Characters with this skill gain a +10% modifier to Employment tests when seeking work as entertainers and to all Busk tests.

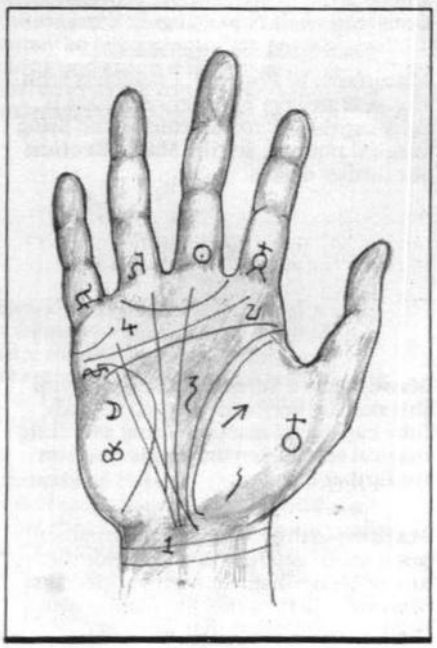
Night Vision Characters with this talent have a natural ability to see extremely well in the dark. The darkness should not be complete - such as at the bottom of a deep mineshaft or down a dungeon - but light sources giving the same level of illumination as starlight will allow the talent to operate.

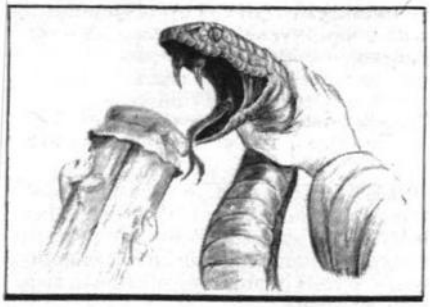
Characters whose race has already conferred a standard Night Vision range upon them will have this extended by 2D6 yards. For Humans, who have no normal Night Vision, the score rolled will be the Total Night Vision distance.

Numismatics Characters with this skill are used to handling coins from all parts of the world, having perhaps worked as traders or having had other close dealings with money. They are aware of all the different sorts of coin in common useage; know their origins, names, metal contents and relative values; recognise which are most likely to be underweight, and so on. In the Old World there are many different currencies, issued by various states, individual cities or trade guilds over the years. Some are more popular than others, but in all cases value is determined by the weight of the coin's silver or gold. Skilled characters can recognise forgeries or clipped coins at once, and will always recognise the origin of unusual, foreign or ancient money after a successful Intelligence test.

When the character is confronted with an unusual coin, the gamesmaster can test against the character's Intelligence to find out if the coin is recognised, and how much is known about it. In this way, characters may receive clues about possible treasure hordes or the presence of exotic traders.

Orientation Characters with this skill have an instinctive 'feel' for direction; they will always be able to find north in any surroundings, and can navigate in most circumstances with little or no chance of becoming lost. In difficult circumstances, the gamesmaster may impose an Intelligence test.





Palmistry Characters with this skill have acquired the skill of reading palms, possibly from travelling or circus people. Palmistry is mainly used for entertainment, enabling the character to earn a little money, much as would a street musician. Characters with this skill have a +10% modifier to Busk tests.

On a more practical note, characters can actually learn information about other characters. The gamesmaster decides what information the character discovers, possibly making a test for accuracy against the character's Intelligence. The gamesmaster should present information in a fairly ambiguous manner, yielding useful information if the circumstances are right. Information could be about personality, intentions or family detail.

Palm Object This is a useful skill that allows characters to slip small objects into their pockets, up their sleeves or simply into their palms. The largest object that can be palmed would be about the size of a clenched fist. Although any character may attempt to pilfer something in this way, characters with this skill have a +15% modifier to all Palm Object tests.

The object to be palmed must be handled. For example, shuffling a deck of cards, counting out money or examining vegetables at a market stall would allow a character to attempt to palm one object (be it a single card, coin or carrot). The gamesmaster can test for success using the character's Dexterity, applying any modifiers that are appropriate.

A successful test means that the object is successfully palmed. A failed test indicates that the palming was a failure (because the character was too closely watched, slipped, etc) but went unnoticed. Failure by 40% or more indicates that the palm has gone badly wrong and the character has been caught red-handed.

Pick Lock Characters with this skill can pick locks, dependent upon a successful Pick Lock test. The skill can be obtained more than once, allowing a greater chance of success - for each extra acquisition of the skill, give the character a +10% modifier.

Pick Pocket This skill allows characters to steal people's personal possessions, success being determined by a Pick Pocket test. This skill can be acquired more than once, in the same way as the

Pick Lock skill, giving the character a +10% modifier to the test for each additional time the skill is obtained.

Prepare Poisons Characters with this skill are expert at preparing poisons and are able to recognise the various types; a successful Intelligence test is required in both cases. Given the correct materials, they can manufacture one dose of any poison type within a day, +D6 doses per day thereafter so long as they do nothing else. A character with this skill also gains a +10% modifier to rolls to detect poison in food and drink (see *Poison*).

Public Speaking Characters with this skill are able to manipulate whole audiences or crowds of people by verbal persuasion. This is represented by the normal Bluff and Gossip rules, but they should be applied to far more people than normal; a number up to the speaker's Leadership characteristic should be the maximum. The gamesmaster can make an appropriate test for audience reaction, applying modifiers for the nature of the Bluff or Gossip attempt, and for the mood of the crowd, and should always be aware that, once the crowd disperses, they will have time to think about what they have heard, and that doubts may creep in...

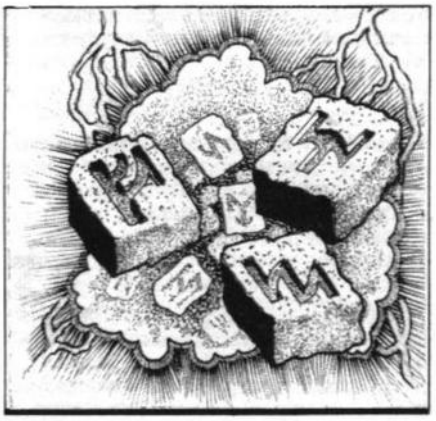
Read/Write Characters with this skill may read and write their own native language and script. If the character is from the Old World this will be Old Worlder. If the character is multilingual, as will be the case with all Old World Elves and Dwarfs, they will be able to read and write any languages they can speak.

Ride Accomplished horse-riders can mount, ride around or gallop without fear of doing anything embarrassing like falling off. Characters with this skill need not take Risk tests for normal riding operations, such as mounting or dismounting unaided, moving faster than the cautious rate and so on. They may attempt to mount a moving horse or jump with a +10% modifier to the Risk test.

Although this skill applies to horses and other equines, in some parts of the world other animals can be mastered and ridden by characters with this skill.

River Lore An understanding of river lore allows characters to be familiar with the hazards of water travel. They will recognise signs of turbulent water, the approaches to falls, rapids or other dangerous areas. They can also tell if river water is fit to drink, whether there are likely to be dangerous animals about and whether anything is out of place or unusual.

Row Characters with this skill have considerable experience of handling rowing boats. They can use small oared vessels efficiently and without danger.



Rune Lore Everyone knows that runes exist, and most people would accept that they work. However, most folk cannot tell the difference between a real rune and any other pictographic sign, or a fake rune with no magic. A character with this skill can manage this, and can tell the different sorts of rune apart (see the **Magic Section**).

Rune Mastery Characters with this skill are very experienced wizards, fully capable of inscribing as well as using magical runes. Further details will be given in forthcoming supplements from Hogshead Publishing.

Sailing Experienced sailors are familiar with all nautical tasks and terminology, and are used to the hardships of the sea and the responsibilities of an aquatic life. As well as being able to handle small boats and sailing craft with ease and safety, the character can work as an ordinary crew member on a larger ship.

Scale Sheer Surface Characters with this skill may climb any wall or vertical surface no matter how treacherous, although they will need all of their limbs free to do so. They need never take a Risk test for climbing in most circumstances; on sheer surfaces, a Risk test may be necessary where the surface is particularly difficult or slippery - the gamesmaster must decide if this is the case, and on any modifiers involved.

Scroll Lore Characters with this skill can recognise a magical scroll when they see one. Assuming they can understand the arcane language in which the scroll is written, they can tell what sort it is, and can use the magic contained upon it. See the **Magic Section** for further details.

Secret Language There are five basic secret languages spoken throughout the Old World. A character with this skill can speak one of them:

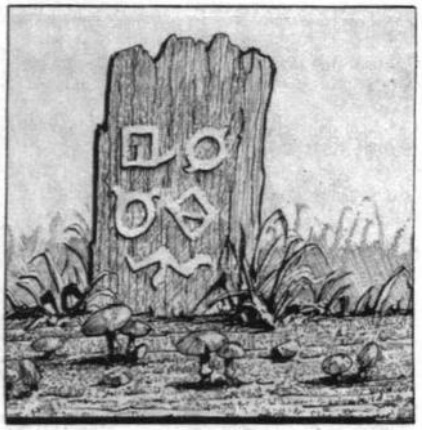
Battle Certain Warriors can speak the secret Battle Tongue, a clipped, shortened and otherwise unintelligible version of Old Worlder used mostly for giving commands during battles. The Battle tongue can be spoken twice as quickly as any other language.

Ranger Ranger characters can speak the secret Ranger tongue, an old traditional language of the woods passed on from father to son, and occasionally taught to favoured individuals.

Thieves' Certain Rogues can speak the secret Thieves' tongue. The Thieves' tongue is unusual in that it consists of inflection and gesture only, and can be spoken over another language. So, a character might say 'Good day to you, sir' in Old Worlder whilst winking thrice and picking his nose, but at the same time be saying 'Meet me at five o'clock in the usual place' through those gestures to someone who can understand the Thieves' tongue.

Classical Many Academics can speak Classical Old Worlder, a dead language akin to Latin or Greek in our own world. It is used in many academic and religious texts.

Guilder This is the secret and powerful tongue taught to human Guildsmen. It is not generally used at all, except in the most secret and powerful of Guild rituals. The language - which varies from Guild to Guild - will never be revealed to non-Guild members.



Secret Signs Secret signs are related to specific careers - poacher or woodsman, for example. Signs can only be understood by another character with the same specific career skill. Signs are pictograms or abstract sigils denoting a concept or thing. They do not comprise a language as such. An enscribed sign corresponds roughly to three words or fewer of English, along the lines of 'Danger here Goblins' or 'No gamekeeper here'. Two or more signs can be enscribed, but they cannot be gramatically inter-connected.

Seduction This skill is based on a combination of natural charm and physical attraction. It allows characters to Bluff, Bargain or Gossip with members of the opposite sex with a +10% modifier to tests, and to proceed from there to certain other activities if the character being seduced fails a Will Power test...

Sense Magical Alarm Characters with this skill have the natural ability to detect if a place or object is protected by the spell **Magic Alarm**.
The gamesmaster should make a secret test against the character's Intelligence when the character is within 2 yards of the protected place or object. Success gives the character 'an uneasy feeling'. This skill does not allow characters to disarm the spell.

Set Trap Experienced trappers have the ability to set animal traps of various designs and sizes, which are intended to capture or kill their victims. These must be correctly baited and set if they are to work properly. The trapper knows the best places to set snares, gins and nets, what baits to use and how to set them properly. Any trap set by a character with this skill modifies the victim's Initiative test by -20% (see *Traps*).
Animal traps and snares placed by a trapper have a 50% + INT chance per day of catching small game.

Shadowing Characters with this skill can follow someone without being spotted. They have a +10% modifier to standard Hide tests to avoid being noticed.

Silent Move Rural Characters with this skill may move through rural environments almost silently. Listen tests made against the character will be modified by -10% on the basic chance; so cautious movement, for example, normally heard within four yards 30% of the time, can be detected on just 20%.

Rural environments are basically all non-urban environments: farms, woodlands, river banks, fields, parks and gardens, jungles, swamps and so on. The distinction between rural and urban tends to get a bit blurred in some instances, with formal gardens, for example. In such cases the gamesmaster should decide what category the environment falls into, normally allowing the character to utilise the skill.

Silent Move Urban Characters with this skill may move through urban environments almost silently. Listen tests made against the character will be at -10% on the basic chance. This applies to all of the actions given on the hearing table - including opening doors, searching, talking and so on.

Urban environments are basically all built-up areas. The skill also applies to the insides of buildings in general, even if they are in a rural setting; farm buildings, for instance. At the gamesmaster's discretion, this skill may additionally apply to certain underground situations, especially in the case of artificially constructed rooms and passages.

Sing Characters with this skill have the ability to sing well, and know a variety of popular as well as formal songs. This may allow them to earn a little money singing in public. They have a +10 modifier Employment test when seeking work as an entertainer and may modify Busk tests by the same amount.

Sixth Sense Characters with this talent have the natural ability to know if they are being followed or watched. The gamesmaster should make a secret test against the character's Intelligence during any turn where it is appropriate to do so. If the result is a success, the gamesmaster can then inform the player that the character 'has a strange feeling of being followed or watched'.

Smithing Smiths have the ability to work common metals, principally iron and steel, and can prepare metal in a furnace using scrap or refined ingots. Under normal circumstances a smith would not refine metal from ore, although this can be attempted at the gamesmaster's discretion. Smiths can prepare or mend useable, workmanlike articles of everyday use: horse shoes, nails, railings, cauldrons, etc. They can also produce or repair useable

weapons and shields.

A character with this skill has a +10% modifier to all Construct tests for suitable metal products.

Speak Additional Language Characters with this skill have learned a foreign tongue, possibly as a result of travel, trading with foreigners or just personal contacts. Players may choose a second language for their characters, in which they are assumed to be reasonably fluent. The gamesmaster can make a test against Intelligence in situations where the character's language is under close scrutiny, such as during interrogation or in situations where an embarassing mistake may be made.

Specialist Weapon Specialist weapons are weapons whose use requires special training or knowledge. Characters attempting to use specialist weapons without the appropriate skill do so with a WS or BS of 10%. The gamesmaster may also employ a standard Risk test where an incompetent user might come to harm. A character with this skill has just one from the following list as a category of specialisation, although additional categories of weapons may be added if the character gets this skill again.

Skill	Permits safe usage of
Polearm	Polearm
Double-handed Weapons	Hand-and-a-half swords; 2-handed axes, clubs, maces, hammers, picks and swords; halberds, quarter-staffs and 2-handed flails (*if* the character also has Flail Weapons skill)
Flail Weapons	Morning-stars, flails and whips
Fencing Sword	Foils and rapiers
Parrying Weapons	Left-hand daggers, sword-breakers and bucklers
Lance	Lance
Net	Net
Bomb	Bomb - this covers not only placement or throwing, but also preparation and

	manufacture
Incendiaries	Firebombs, molotov cocktails
Lasso	Lasso, bolas
Longbow	Longbow
Repeating Crossbow	Repeating crossbow
Crossbow Pistol	Crossbow pistol and small spring gun
Throwing Weapons	Throwing knife, throwing axe
Sling	Sling, staff sling
Blowpipe	Blowpipe
Artillery	Bolt - and stone - throwing war engines
Firearms	Gunpowder weapons
Fist Weapons	Gauntlet, knuckle-duster, hook, strangling scarves, wires, etc.

For a full description of the different specialist weapons and any special effects they may have see the **Combat Section**.

Spot Trap Characters with this skill can avoid falling into, onto or otherwise foul of animal snares, mantraps or other similar mechanical devices. They have a +10% modifier to their chance of avoiding such a trap (see *Traps*).

If characters examine a booby-trapped object, they should normally be able to spot that it is rigged somehow. The gamesmaster can make a Search test to establish whether they find this. Characters can also safely disarm a trap of any kind on a successful test based on Dexterity. Failing an attempt to disarm a trap means that it goes off, possibly harming the character.

Stoneworking Characters with experience of working with stone can construct stone items such as pillars and other building elements, and can carve small decorative pieces like friezes and gargoyles. They are familiar with stoneworking tools, techniques and types of stone. A character with this skill gains a +10% modifier for all Construct tests when working with stone.

Story Telling This is a partly-natural skill that endows certain characters with an ability to spin entertaining yarns. This can apply to joke-telling, anecdotes, religious stories or anything.

Characters can possibly earn a little money by telling stories; more likely they will earn people's interest and a few beers. Characters with this skill have a +10% modifier for all Gossip and Busk tests.

Street Fighter Experienced street fighters can defend or attack using their fists and feet, clothing, handfuls of dirt or anything else that comes to hand.

Characters with this skill can cancel the normal -20% To Hit modifier and the -2 damage modifier for fighting unarmed (see the **Combat Section**).

Strike Mighty Blow Characters with this skill modify the damage caused by a successful hit by +1 (see the **Combat Section**).

Strike to Injure Characters who have this skill and who cause a critical hit on an opponent may modify the location number by 10%. This can be plus or minus - allowing the character to go for specific areas in preference to others. Thus, a location number of 82 (right leg) could be modified to 72 (body) or 92 (left leg) as the player desired.

Strike to Stun Characters with this skill gain a bonus of +20 to their chances of stunning an opponent, and may strike to stun without the usual -20 penalty to *WS* (see **Combat — *Stuns***). The chance of stunning is equal to the modified damage roll (D6 + S - T - head *Armour* multiplied by 5. Note that the skill is most effective when used on static targets, since these are hit automatically, and the modified damage is doubled.

Strongman Stongmen are characters who have worked with a circus, or as travelling entertainers. They build themselves up on a diet of raw meat, eggs and other things that would make a lesser person seriously ill. This gives them a +1 modifier to Strength and D4 extra Wounds. They also have a +10 modifier to any Employment tests when seeking work as entertainers. Due to their peculiar diet, strongmen have rather high living expenses, and spend 50% more on living expenses than anyone else (see the *Consumer Guide* in the **World Guide Section** of the rules). If unable to do so for more than ten days at a time, they lose the bonus, and cannot regain it until they have resumed their diet for a solid thirty days.

Super Numerate Characters with this talent have a gift for calculation, with an uncanny and deeply irritating ability to work out maths in almost no time at all.

When facing such characters with

mathematical problems, the gamesmaster should assume they can solve them - no matter how difficult the problem. The gamesmaster should make a test against the character's Intelligence every turn until a successful test indicates that the problem is solved that turn. The gamesmaster can then reveal the solution.

Super numerate characters also have a +20% modifier for all Estimate tests and a +10% modifier for all Gamble tests.

Surgery Surgeons have the medical knowledge required to patch-up badly mangled characters. To avoid infection, extensive treatment is better performed outside the adventuring environment, in properly equipped surroundings, free from interruption. The GM may apply whatever modifiers seem appropriate, if the surgeon is attempting to operate without proper equipment or facilities. For example, if a character is trying to treat an amputee in a damp, dark, underground cave, while a hand-to-hand combat rages around him, the chances of success should be reduced to about 5 or 10%.

Essentially, the surgeon may perform six types of treatment:

Treat Heavy Wounds: by making a successful Intelligence test, the surgeon can restore 1D3 Wound points to heavily wounded characters, who are then treated as lighly wounded. The procedure takes 1 game turn.

Stop Wound Loss: by making a successful Intelligence test, the surgeon can prevent a *critically wounded* character from losing further wounds. This is the only treatment that may be made "in the field", without penalty. The treatment takes 1 combat round to apply, and may be repeated as long as the patient still lives. Note that, unless the patient is treated as described under *Heal Severe Wounds* (see below), he or she will still die.

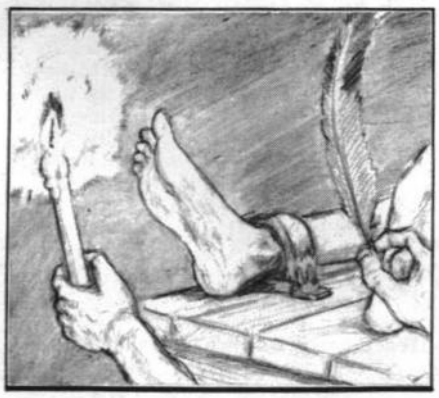
Heal Severe Wound: by making a successful Intelligence test, a surgeon can prevent the death of a

character who has been successfully treated for terminal bleeding (see **Combat — *Wounds and Recovery***). The operation takes 2 hours. The surgeon must make an Intelligence test and, if successful, the patient will sleep for 24 hours, after which time he or she is considered to have 1 Wound point and recovers as though lightly wounded. If the test is failed, the patient dies.

Set Broken/Dislocated Limbs: The surgeon must make a successful Intelligence test — with a bonus of +10 — whereupon the character is considered to have 1 Wound point, and is treated as though only lightly wounded. The limb will remain strapped up and incapacitated for a further D4+1 weeks. The operation takes 2 hours and may be repeated if necessary, but with a penalty of -10 for each previous failure. If the operation is not successfully performed within 1 week of the injury, the limb will be permanently incapacitated.

Treat Amputation: under no circumstances can a surgeon replace a severed limb. The victim will first need to be treated to prevent further wound loss (see *Stop Wound Loss* — above), and must then have the wound cauterised and so on. The surgeon must make a successful Intelligence test to save the patient's life, although he or she will not recover to a lighly wounded state (with 1 Wound point) until a further 6+D6 days have passed. If the test is failed, the patient dies.

Accelerate Recovery: Characters with the *Surgery* skill who attend wounded patients for at least half-an-hour per day, reduce all recovery times by one third, provided that they make a successful Intelligence test. Failure still means that recovery takes only half as long. Thus, for example, lightly wounded characters may regain up to 3 times their Toughness per day of rest, if successfully treated by a surgeon.



Swim Characters who can swim do so at ⅔ of the Cautious Movement allowance, and gain a +20% modifier to all Risk tests while swimming.

Tailor Characters with experience of tailoring, sail-making or perhaps even theatrical outfitting can repair tents, clothing, sails or other cloth using appropriate materials. They can also make effective disguises, enabling disguised characters to Bluff with a +10% modifier to their chance of success.

Theology Theologians have a working knowledge of all major religious practices, cults and symbols, backed with a deeper knowledge of the doctrines of their own faith. They can automatically recognise the names and symbols of most deities, and - on a successful Intelligence test - can recognise and understand brief quotes from the scriptures of religions other than their own. The gamemaster may assign modifiers in the case of extremely well-known or extremely obscure religions.

Torture Characters with this ability are skilled in the arts of interrogation, and especially the careful application of severe pain so as to encourage the victim to talk without causing any fatal damage. The victim's Will Power is reduced by 10% for all Interrogation tests, and the amount of damage caused by each application of torture is halved (see *Standard Tests - Interrogation*).

Trick Riding This skill may be acquired from circuses, travelling people or some nomads. Characters with this skill are capable of a variety of unlikely feats of horsemanship, including standing up or performing handstands on the animal's back, leaping from moving horses, etc.

Practically speaking, characters with this skill need never make a Risk test for any riding action, except that characters wishing to leap from a horse moving at speeds of greater than eight yards per round, should make a Risk test with a +30% modifier. In addition, they do not suffer any disadvantageous modifiers when using missile weapons from a moving mount (see the **Combat Section**).

Ventriloquism Ventriloquists learn how to speak without moving their lips. Where characters are under close scrutiny, the gamesmaster can make a test against their Will Power to discover if their lips can be seen to move.

Very Resilient Very resilient characters should modify their Toughness characteristic by +1.

Very Strong Very strong characters should modify their Strength characteristic by +1.

Wit This skill shows the character to be a a master of quick wit and ready repartee, eager to amuse or enlighten others with a wry comment or penetrating observation. The ability allows characters to be charming should they wish, giving them a +10% modifier to Bluff and Gossip tests.

Wrestling Characters with this skill have learned how to wrestle in the traditional, no holds barred style of the Old World. Wrestling is a sport and is supposed to stop short of death or serious injury. Nevertheless this skill enables characters to fight unarmed without suffering the normal -20% unarmed combat modifier. Instead of causing damage on a successful attack, the wrestler may choose to grapple (see *Unarmed Combat*).

The skill also enables characters to enter wrestling competitions or stage public bouts.

Character sheet

WARHAMMER™ FANTASY ROLE PLAY

NAME	RACE	GENDER	CAREER CLASS	ALIGNMENT
Clem Shirestock	Human	Male	Ranger	Neutral

AGE	HEIGHT	WEIGHT	HAIR	EYES	DESCRIPTION
25	5'11"	160lbs	Yellow	Blue	

CURRENT CAREER	CAREER PATH	CAREER EXITS
Outrider		Scout, Highwayman, Mercenary

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
STARTER PROFILE	4	28	38	3	3	6	29	1	33	30	32	25	37	32
ADVANCE SCHEME		+10✓	+10		+2	+10					+10	+10		
CURRENT PROFILE		38												

HAND TO HAND WEAPONS	I	WS	D	PY
Sword				
Knife	+10	–	-2	-20

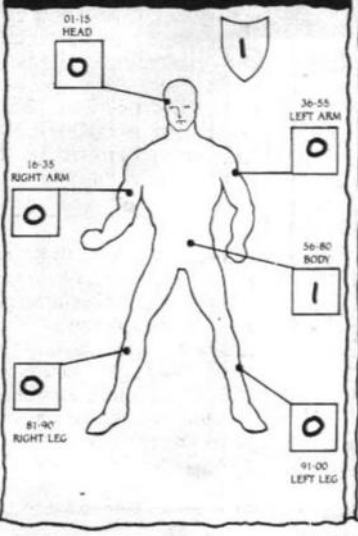
MISSILE WEAPONS	S	L	E	ES	Load
Crossbow	32	64	300	4	1 rnd

ARMOUR	Loc	ENC
Mail Shirt	Body	60
Shield	All	50

SKILLS	
Ambidextrous	+10 Dex (Risk)
Animal Care	
Follow Trail	+10 Int
Lightning Reflexes	+10 I (combat)
Orientation	
Ride - Horse	
Scale Sheer Surface	
Silent Move – Rural	-10 to Listen tests

SKILLS
Specialist Wpn - Lasso

ARMOUR POINTS



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SPELLS	SL	MP	R	D	INGREDIENTS	EFFECT

FATE POINTS: 3

MAGIC POINTS

POWER LEVEL

EXPERIENCE

EQUIPMENT/TRAPPINGS	Loc	ENC
Travelling Clothes - hat, hooded cloak, boots	Worn	Total 27
Backpack with	Back	20
2 blankets		20
Cutlery		2
Cooking pot		20
Tinderbox		5
Water flask	Horse	5
Rope - 10 yards	Horse	100
Saddle and Harness		
TOTAL	99	172

MOVEMENT RATE	Yds./ 10 SECS	Yds./ Min.	M.P.H.
CAUTIOUS	8	48	1.75
STANDARD	16	96	3.5
RUNNING	64	384	14.25

LANGUAGES: Old Worlder - Reikspiel

PSYCHOLOGY & HEALTH

INSANITY POINTS

BACKGROUND

Place of Birth: DELBERZ

Parents Occupation: Father - Bodyguard, Mother - dead

Family Members:

3 brothers (Aged 17, 18, and 23)

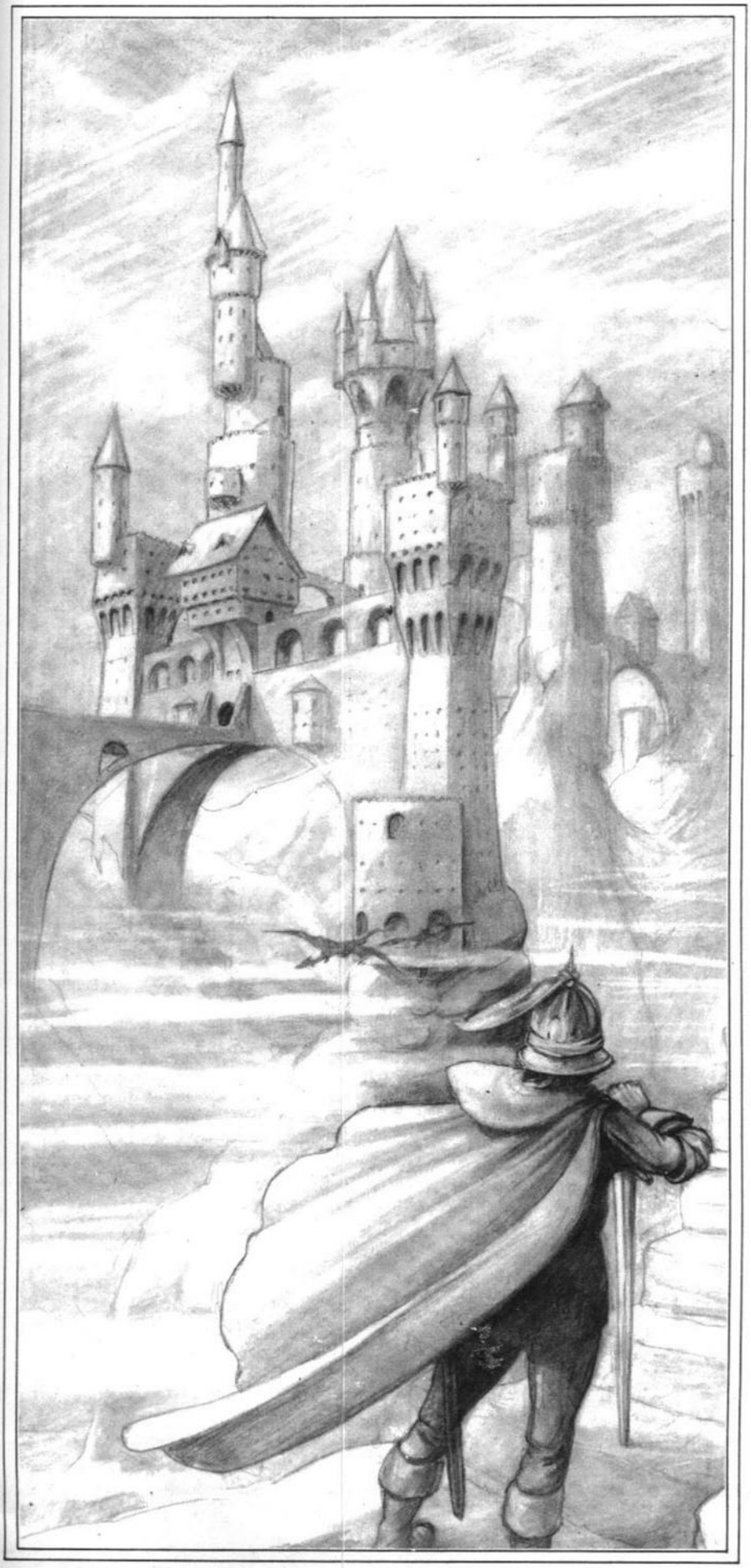
1 sister (Aged 19)

Social Level: O

Religion

WEALTH	Loc	ENC
12 Gold Crowns	Belt	6
TOTAL		178

COMPANIONS & ANIMALS	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
HORSE	8	33	0	3	3	5	30	0	-	10	10	10	10	-



THE GAMESMASTER

SECTION

2

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- Counterfeiter
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- Fence
- Forger
- Freelance
- Giant Slayer
- Gunner
- Highwayman
- Judicial Champion
- Knight
- Lawyer
- Mercenary Captain
- Merchant
- Navigator
- Outlaw Chief
- Physician
- Racketeer
- Sapper
- Scholar
- Scout
- Sea Captain
- Slaver
- Spy
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• THE GAMESMASTER •

This section contains all of the information that you will need to be a Warhammer gamesmaster. Before you attempt your first game it is a good idea to read through the rules in their entirety. You won't need to memorise all of the rules given here, but you will need to be reasonably familiar with them, and have a good idea of where they are in the book, so that you can refer back to them quickly as the need arises.

***Note:** Since it is quite likely that we will be using the word 'gamesmaster' quite a bit in this section, you will find it has been abbreviated regularly to GM. In the long run this will probably save us 10 pages in the book...*

•WHAT A GAMESMASTER DOES•

It is the gamesmaster's task to run the game. This involves doing many things, which will be explained in greater detail in the sections that follow. This rulebook tells you how to run a Warhammer game, how to create your own fantasy settings, and provides you with a ready-made game in the form of **The Oldenhaller Contract.**

•THE GAMESMASTER IS THE EYES AND EARS OF THE PLAYERS•

The characters your players have created will be moving through a fantasy world created and controlled by you, and it is your task to describe their surroundings in as realistic a way as possible. As the game unfolds, you will present the players with choices to make - for example, whether their characters will move right or left along a corridor, or wich direction they will take at a crossroads. When the characters move, the setting will change, and you will tell the players what they see, hear, feel, smell, etc.

The players will often demand information about their surroundings: what colour a piece of cloth is, what a door looks like, or how large a room is. It is up to you, as the gamesmaster, to furnish the players with information of this kind if they ask. Some of the detail will be important, more will be trivial scene-setting, and the rest will prove to you that your players completely missed some vital clue you gave them not five minutes before. Often you will have to improvise details as you go along, to provide the information they require (even if it is useless) and to keep the story flowing and exciting. Try not to place more stress on one kind of information than another - steering an adventure like this may seem an easier course, but it doesn't make for an exciting game.

•THE GAMESMASTER DETERMINES WHAT HAPPENS•

The players will decide for themselves what they want their characters to do in any circumstances. For example, if they come to a fast-flowing river, do they attempt to swim across, look for boats, or move off to look for a bridge? The characters can do whatever the players like, but the gamesmaster must determine the outcome of their actions. For example, if they decide to swim the river, will they be drowned? If they look for boats, will they find them?

To help decide what happens the GM uses the rules of the game. While the players don't need to know the rules in order to play and enjoy the game, you must be familiar with most of them. Don't commit the entire book to memory, but you should at least know where to find the rules for any given situation. You decide whether a dice roll is necessary, which test to use (see *Standard Tests* below), and what the precise results of a successful or unsuccessful test will be. Mostly, though, you must rely on your imagination and common sense; the test of a good GM is not whether the rules can be recited from start to finish without looking anything up, but whether situations that may not be fully covered in the rules are dealt with in a consistent and realistic fashion. After all, in a fantasy game the impossible happens quite regularly, and no set of rules, however large and complex, can hope to cover every possible eventuality.

•DICE•

Before reading any further, make sure you are familiar with the different dice used in the game. You will find it useful to have at least one each of the four-sided, six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided dice. Further information on rolling the dice can be found in the **Players Section.**

•THE GAMESMASTER PLACES ANY SCENERY•

Adventures are enacted in the imaginations of the players and gamesmaster, but it is a good idea to use models and model scenery to represent some situations. 'Scenery' need be no more elaborate than a book representing a house or the edge of a wall. Some GMs prefer to draw the scenery on graph paper. A better and more attractive method is to use sets of 'floor plans' which are available from many games stores.

For example, if a group of adventurers is moving along a corridor, you might decide to draw the corridor on graph paper and indicate the positions of doors and other features. You should use the same scale for this floor plan as the players' models (1" = 2 metres), allowing them to be positioned directly upon it.

It is only necessary to have a floor plan for the room or corridor actually occupied by the characters at the time; as areas are abandoned, the old plans can be removed. Much of the time a floor plan will be unnecessary, and a verbal description of the area will do. However, these useful accessories really do help to improve the appearance of your games, and are also practical in that you will be able to see instantly where characters, furniture, foes and other features are. This is not always easy when both the GM and players are relying on a purely verbal description.

If an adventure occurs out-of-doors, you might find it useful to employ model buildings, trees, etc to recreate the scene. This is not essential, but, again, it will make your games much more attractive. If you do not have models, then card 'floor plans' can be used in the same way as for building interiors and dungeons. Commercially available 'floor plans' often include outdoor features such as trees and rivers.

•THE GAMESMASTER PLAYS THE REST OF THE WORLD•

Sooner or later, the players will meet the other creatures which inhabit this fantasy world. They might be implacable foes such as Goblins, friendly creatures, or even other adventurers.

The gamesmaster not only controls the placing of such creatures, but also takes the role of all those the characters encounter, much in the same way as the players take the role of the characters they have created. Encounters may be with wild creatures, such as a pack of wolves or bears. More intelligent creatures might include other Men, Elves, Dwarfs or Halflings. Such characters are called Non-Player Characters (NPCs) because they are characters which are not under the control of any of the players. Only the GM controls NPCs.

•CONTROLLING THE GAME•

Most of the time, the game will proceed by means of the gamesmaster narrating events to the players; you will ask the players what they want to do, and the players will respond by making a decision. You can determine the results of the players' actions using the game rules and your own judgement, and then describe these results to the players.

•TESTS•

During the game, the players will want their characters to attempt many different actions - some fairly mundane or day-to-day, and others more daring and extraordinary. It is up to the gamesmaster to decide what happens, whether the action succeeds or fails. For example, a character might want to try leaping onto a galloping horse as part of a daring escape - does he make it? Does he spot that the guards are closing the fortress gates? Does he manage to fight off the guard captain?

Situations like this will crop up again and again in your games, and you can resolve things quickly and easily by making a *test*. Most of the tests in this game are based on characteristics, and may be modified by a character's skills and by other circumstances.

•BASIC TEST PROCEDURE•

1 - The gamesmaster examines the action to be attempted, and decides which characteristic(s) comes into play.

2 - The player and GM decide whether the character has any skills which will affect the test.

3 - The GM considers the circumstances, and assigns any further modifiers that seem appropriate, to arrive at a percentage chance of success.

4 - The player rolls a D100. If the score is *less than or equal to* the percentage chance, the action is a success; if not, the character has failed.

5 - The GM decides the outcome of the attempt, based on its success or failure. The degree by which the test is passed or failed will give a rough idea of how successful (or unsuccessful) the action has been.

EXAMPLE

Clem Shirestock is investigating a ruined castle when he accidentally triggers a long-forgotten trap. A large and potentially very painful block of stone dislodges itself from the ceiling and comes whistling down towards him. Can Clem get out of the way in time?

The GM decides Clem must test against his Initiative. Clem doesn't have any skills that will help him here, so he must rely on his Initiative characteristic alone. The GM decides that no modifiers are appropriate, since it's a fairly straightforward situation, so Clem's player rolls a D100. The result is 27, and Clem's Initiative is 29 - he's just made it. The GM tells the player that Clem has managed to throw himself to one side, and the block misses him by a fraction of an inch.

•EASY AND DIFFICULT TASKS•

Sometimes the gamesmaster may decide that the chance of success given by a characteristic score does not adequately reflect the situation. If a task is very easy, the test might be made against *twice* the characteristic score, while a task that is almost idiot-proof might require a test on four times the characteristic score. On the other side of the coin, if the task is very difficult, the score might be halved, while one which is nightmarishly hard or complex might require a test on a quarter of the score.

Alternatively, the GM may allot modifiers in the form of percentages - +5%, -10% and so on. This is completely up to you. The important thing is to make the difficulty of the roll reflect the difficulty of the task.

•SUCCESS AND FAILURE•

If a test is successful, the character has managed to perform the action with no problems. If the roll the number required for the test, the character may even have done better than expected.

If a test is failed, the character has not managed to perform the action. The results of this, obviously, vary considerably according to the precise circumstances.

If a test is failed by more than 20%, things have gone *seriously* wrong, and the character may be in trouble. For example, a character who fails an Initiative test by more than 20% may not only fail to move in time, but may also fall over.

If a test is failed by more than 30%, things may have gone *nightmarishly* wrong. The consequences of passing or failing a test by a large margin will depend almost entirely upon the particular test and the circumstances, and it is impossible to lay down any general guidelines. Some examples are given in *Standard Tests* below, and the GM can take them into consideration.

•COMBINED TESTS•

Sometimes, it may be necessary to test against two characteristics, or to make a series of tests to resolve a complex situation.

When more than one characteristic comes into play in a situation, simply take the average of the relevant scores as the basis for the test.

EXAMPLE

After losing a fight with a gang of smugglers, Clem Shirestock is thrown unconscious into the sea with a large anchor tied round his neck. The shock of the cold water revives him, but if he doesn't untie himself quickly, he's a goner.

The gamesmaster decides that both Initiative and Dexterity are important here - not only must he undo the knots which bind him to the anchor (Dexterity), but he must do it ***right now***, *before he sinks too far, before the water swells the rope and makes the knots too tight to undo, and before the chill of the icy water slows him down (Initiative).*

Clem's Initiative is 29, and his Dexterity is 33 - an average of 31. Clem's player rolls a D100, scoring 17 - our hero frees himself! His troubles are not yet over, though - he still has to get safely to the shore, and he doesn't have Swim skill...

Some situations can be broken down into a series of tests rather than one combined test; in these cases, the GM simply works out in which order the tests should be taken, and proceeds with them normally, one after the other.

EXAMPLE
Clem Shirestock's horse is drawing level with a coach driven by some baddies who are escaping from him. Clem's player decides he wants Clem to draw his sword and cut the coach-horses' harness, so that the horses go over the hills and far away, while the coach fails to take the next bend and ends up in the river. Since both Clem's horse and the coach-horses are galloping flat out, this is not going to be easy.

This situation breaks down into the following actions:

First, Clem must draw level with the coach-horses, and keep his horse running at the same speed.

While he does this, he must draw his sword.

Then, while still keeping control of his horse, he must lean over and cut the harness.

Expert horsemanship is needed throughout, and the GM decides that although Clem has Ride Horse skill, he will still need to test against Risk. The Risk test is normally 50%, but since Clem is a skilled horseman, the GM allows a 10% bonus, so his player must roll 60 or less to keep control of Clem's horse throughout the operation. He rolls 47, so Clem draws level with the coach-horses and stays there.

Next, Clem must draw his sword. This isn't as easy on a galloping horse as it is on foot, so the GM decides Clem must make a Dexterity test. Clem's Dexterity is 33, and his player rolls 24 - success again.

Now comes the difficult part. The GM decides that in order to cut the harness, Clem must make a test against his Weapon Skill. Because both he and his target are moving, the GM imposes a penalty of 15%; Clem's Weapon Skill is 38, so his player needs to roll 23 or less. The dice are rolled for a third time - 03! Clem has succeeded in pulling off this complex manoevre - the coach-horses go one way, the coach goes another, and the baddies end up in the river.

•TESTS AGAINST NON-PERCENTAGE CHARACTERISTICS•

Most personal characteristics are based on a scale of 1-100, so it is easy to work out a percentage chance of success. The exceptions are Strength and Toughness, which are on a scale of 1-10 (it will never be necessary to test against Moves or Wounds). To test against Strength or Toughness, simply multiply the characteristic score by 10 to give you a basic percentage chance of success, and then proceed as normal.

EXAMPLE
Clem Shirestock finds himself trapped by a heavy portcullis which has dropped down behind him. The gamesmaster decides he must make a test against Strength in order to raise it. Clem's Strength is 3, which gives him a base chance of success of 30%. The GM decides to add a 10% penalty (after all, it is a ***heavy*** *portcullis), so Clem's player has to roll 20 or less on a D100. He rolls 76. With a grunt and a heave, Clem drags the portcullis inches off the floor, and then feels a horrible* ***twinge*** *in his muscles. With a failure of over 56%, the GM has decided Clem has over-stretched himself, and could do with a few hours rest and recuperation...*

•RACE AND ALIGNMENT•

Tests against Fellowship, in particular, will be modified by considerations of race and alignment.

Race
Obviously, NPCs will generally react more favourably to members of their own race, and to reflect this all tests against Fellowship are made with a -10% modifier when dealing with someone of a different race.

This can be applied to Gossiping, Bluffing, Bargaining, Bribing, Employment, Busking, Interrogation and Loyalty tests, as well as to times when the characters are trying to obtain goods or services. It is also applied to encounters.

Animosity For races which suffer *animosity* against the character's race, the penalty is increased to 20%.

Hatred For races which suffer *hatred* against the character's race, the penalty is increased to 30%. This is a minimum penalty, and the gamesmaster may increase it according to the circumstances. Alternatively, the GM may rule that almost any interaction between races that hate each other will be essentially hostile.

Alignment NPCs' basic outlook on life, as reflected by their alignment, will also affect how they relate to a character. If the character's alignment is obvious (for instance, because the NPCs can see a symbol of a deity whose alignment they know), the test should be modified. If not, there will be no alignment modifier on the test, although another test may be made if alignments become obvious later on.

For the purposes of these tests, it is most convenient to consider the five alignments as a straight line, running as follows:

Chaos - Evil - Neutral - Good - Law

You should apply a -10% modifier for each level of difference. For example, Good is 1 alignment away from Neutral - so if a Good character must make a Gossip test during a conversation with a Neutral character, it will be modified by -10%. Evil and Law are 3 alignments away from each other, and a -30% modifier would be imposed for Fellowship-based tests between characters of these alignments.

•IMPROVISING TESTS•

The standard tests detailed below should cover most situations, but occasionally you will need to improvise a test to decide whether a character succeeds in an action. It should not generally be difficult to decide which characteristic to use as a basis, but here are a few guidelines.

Move is never used as the basis for a test - if a situation involves movement, use Initiative instead.

Weapon Skill reflects hand-to-hand combat ability; it might be used in non-combat situations when a character is using something like an axe or sledgehammer. Remember that a target that isn't moving counts as *prone* (see the **Combat** section).

Ballistic Skill reflects accuracy in shooting and throwing; it might be used to determine the accuracy of any throw in a non-combat situation, such as a game of darts.

Strength reflects the character's physical strength; it can be used whenever a character applies brute force - for example, when lifting a very heavy object or trying to bend iron bars.

Toughness reflects the character's general constitution. It is used as the basis for saving throws against disease and poison, and in situations where a character's general state of health is important.

Wounds are never used as the basis for a test. They simply reflect how long a character can fight before an opponent strikes a telling blow.

Initiative reflects speed of thought and action. It is used to test actions requiring mental alertness rather than physical skill, to determine whether a character spots some small or unusual circumstance (such as a tear in a man's clothing, or a dislodged picture on a wall), and in cases where the character must react to something quickly, such as dodging a falling rock.

Attacks are never used as the basis for a test. They simply indicate how many attacks a character can make in a round of combat.

Dexterity reflects skill in performing intricate manual tasks, such as threading a needle or picking a lock. It can be combined with Initiative when dealing with actions that require physical co-ordination and balance, such as walking a very narrow ledge or balancing on a moving wagon.

Leadership reflects a character's ability to command respect and loyalty, and, in some circumstances, to obey orders and follow instructions given by a superior.

Intelligence is a direct measure of a character's reasoning capacity and should be used in all circumstances that require judgement, common sense and clear thinking.

Cool determines a character's natural bravery and resistance to shocks, unpleasant sights, hopeless circumstances, deadly danger, etc.

Will Power is a broad measure of a character's strength of character and mental resolve. It is used in tests to determine resistance to magic, hypnotism, torture and similar situations.

Fellowship indicates a character's ability to impress and convince other creatures, and general force of personality. It is used as the basis for any test that involves fast talking or social interaction.

•STANDARD TESTS•

There are some situations which will arise time and time again. Players will want their characters to bluff their way out of tricky situations, to bribe guards to look the other way, to hide from powerful enemies, and so on. To cover these situations, there are a number of *standard tests*. Standard tests are dealt with in exactly the same way as ordinary tests; the only difference, really, is that we've covered most of the details here and saved you some work.

The following chart lists the standard tests and the characteristics upon which they are based, together with skills which might modify the test. They are covered in detail below.

Action	Test against	Relevant Skills
Animosity	Cool	
Bargain	Fellowship	Charm, Haggle, Seduction
Bluff	Fellowship	Acting, Charm, Clown, Jester, Public Speaking, Seduction, Wit
Bribe	100% minus target's Will Power	
Busk	Fellowship	Various - see description
Construct	Dexterity	Boat Building, Carpentry, Engineering, Mining, Smithing, Stoneworking
Disease	Toughness x 10	Immunity to Disease
Employment	See below	Various
Estimate	Intelligence	Evaluate, Follow Trail, Super Numerate
Fall	see Movement	Acrobatics
Fear	Cool	
Frenzy	Cool	
Gamble	See Description	Gamble
Gossip	Fellowship	Acting, Bribery, Charm, Comedian, Public Speaking, Seduction, Story Telling, Wit
Hatred	Cool	
Hide	Initiative + Cool minus enemy Initiative	Concealment, Shadowing
Hypnotism	Will Power	
Interrogate	Will Power	Torture
Jump	see Movement	Acrobatics
Leap	see Movement	Acrobatics
Listen	Soft noise 30% normal 60% loud 100%	Acute Hearing, Silent Move
Loyalty	Leadership	Bribery
Magic	Will Power	
Observe	Initiative	
Pick Lock	Dexterity minus lock rating	Pick Lock
Pick Pocket	Dexterity	Pick Pocket
Poison	Toughness x 10	Immunity to Poison
Reaction	Initiative	
Risk	Base 50%	Various, depending on circumstances - see description
Search	Initiative	
Search rapid	Initiative	
Sneak	30%	Concealment, Silent Move
Strength	Strength x 10	
Stupidity	Intelligence	
Terror	Cool	
Understand Language	Intelligence	Linguist

***Note:** Not all the skills listed against a certain test will apply in any given instance; they are the skills which* **might** *come into play, but the gamesmaster must decide which, if any, are relevant. When a character has more than one relevant skill, the bonuses from each skill are added.*

Also, some skills are mutually exclusive: Charm or Etiquette may not be used together with Comedian or Jester, since it is impossible to be charming and earthy at the same time. The GM should examine all relevant skills in a given case, and decide whether it is logical to use certain combinations.

Animosity: If characters are subject to animosity towards a particular creature or group of creatures, a Cool test should be made every time they encounter the objects of their animosity. If the test is failed, the character will attack immediately, using weapons if necessary. If the test is made, there is still a -10% modifier to all Fellowship tests between characters and the objects of their animosity.

Bargain: The gamesmaster can establish the availability and asking price for most commonly available goods or services using the *Consumer's Guide*. Characters can always try to bargain with suppliers.

To find out if characters succeed in striking a good bargain, test against their Fellowship; a successful test indicates that they have been offered a lower price. Price reductions are at the GM's discretion, but 10% can be regarded as usual — more for an especially good (low) roll.

***Note:** ale houses and eating establishments are not likely to offer a discount, and staff may get very annoyed if the players try to bargain with them.*

Bluff: On many occasions characters will have to resort to bluffing their way out of (or into) a situation. They can lie, feign ignorance, drunkenness, forgetfulness or whatever they like in order to achieve their end.

The gamesmaster should encourage players to come up with a plausible story for the bluff, and should then make a test against the character's Fellowship to see if the bluff is successful. The player's yarn is really only required for colour and entertainment, but the GM may decide that a bluff is extremely unconvincing, or convincing, and modify the character's test accordingly.

A successful bluff will completely convince its victims, removing any shadow of doubt from their minds. An unconvincing bluff may arouse hostility; a failure by 40% or more is likely to provoke open violence.

Bribe Bribery is a useful way of getting out of (or into!) some situations. When characters attempt to bribe officials, the amount of money offered and the risk involved must be taken into account. The chart below can be used to find the 'minimum' amount that must be offered for acts of increasing danger.

Act	Minimum Bribe
Passive task	overlooking minor discrepancy, looking the other way etc - **1 GC**
Minor active task	leaving a gate open, revealing the personal habits, routine or location of someone - **5 GC**
Minor criminal act	stealing from an employer or confidant, revealing information of minor value, permitting entry to a restricted area - **25 GC**
Criminal act	stealing articles or revealing information of obvious value - **50 GC**
Major criminal act	Revealing information of national importance, conspiracy to murder or worse - at least **100 GC, frequently more.**

The minimum value of a bribe may be modified by the NPC's circumstances and attitude - a servant may be more willing to betray his mistress if he has a personal grudge against her, for example. Also, the personality and alignment of the NPC to be bribed must be taken into account; those who are naturally malicious or of Chaotic alignment might be easier to persuade, because they have a natural love of causing trouble.

The minimum acceptable bribe is also modified by the social level and general position of the person being bribed. Trying to bribe a town Mayor is a bit more difficult than a peasant or lowly scribe, for example.

Generally, some account ought to be taken of the NPCs social status and wealth where bribes are concerned. A duke, for example, will probably be mortally offended at being offered 17 GC to leave a castle gate unlocked! Far better to approach one of his servants. On the other hand, the same duke might, for a price, be bribed to commit his forces to the support of an attempted coup d'etat. Common sense should be exercised when deciding who to bribe and for what.

Having established the minimum acceptable bribe, the character must make an offer.

This can be more than the minimum bribe, but never less. The chance of it being accepted equals 100% minus the Will Powerof the person being bribed. Will Power is used because it represents mental fortitude, but you are free to modify the figure in any suitable way.

Alignments are an important consideration:

Chaotic characters would be likely to accept a bribe (+20% chance).

Evil characters would be quite likely to (+10%).

Good characters would be unlikely to (-10%).

Lawful characters would be very unlikely to (-20%).

If the bribe is refused, the briber may choose to increase the offer by an increment of 50% or more. For each 50% added to the original minimum, either on the original or subsequent attempts, the chance of success goes up by 10%.

A really bad (high) dice roll can be taken not only as a failure, but also as an indication that things have gone disastrously wrong; the character may be totally incorruptible, may inform on the players, may take their money but betray them, or may even attack them out of hand.

Busk: Characters with entertainers' skills, and some other characters, may wish to try their hand at busking. This is a good way to earn spare cash - often, short of out-and-out begging, it is the only way. A character attempting to busk ought to have at least one entertainer's skill. The following skills are eligible to Busk:

Acrobatics	Acting	Jester
Artist	Juggle	Beg
Mime	Clown	Mimic
Comedian	Musician	Contortionist
Palmistry	Dance	Sing
Escapology	Story Telling	Fire Eater
Strongman		

Make a test against busking characters' Fellowship every game hour; a success indicates that they have earned D4+1 GCs, while failure indicates that they have earned a paltry D6 shillings. A failure by 30% or more indicates trouble; the character might be moved on by a town watchman, or arrested for vagrancy, or might have a run-in with drunken or rowdy locals. You can play this out as an encounter if you wish.

Construct: This test is used when characters attempt to construct large, improvised items from basic materials; when trying to build a rough shelter, a raft or a rope bridge, for example. The same test can also be used to decide whether emergency repairs can be made to things like wheels and axles.

Construct tests are made against Dexterity, and can be modified by the gamesmaster, bearing in mind how difficult the task is. The GM may decide to split large or complex projects into a number of different construction rolls, requiring the success of one stage before moving onto another. Usually only a single test is made for each stage of construction, no matter how many individuals are involved - therefore even though several characters may have a bonus on their construct roll, only the highest bonus would be used.

The test is made secretely by the GM and the result is noted down. A successful result means that the construction will stand up to whatever it was designed for. Failed tests can have varying effects, according to the amount by which the roll was higher than that required:

Failure by 01 - 10%. The construction is shaky and good for only 2D6 days of use. After this it will collapse.

Failure by 11 - 20%. The construction is shaky and good for only 2D6 game turns. After this it will collapse if used.

Failure by 21 - 30%. An unsound construction. Every turn it is used roll a D6. It will collapse on a score of 6.

Failure by more than 30%. Utterly useless botched job that doesn't even look safe. Falls apart as the last nail is hammered home.

The Construct test is only intended to allow characters to do things within their general talents, encompassing special skills where applicable. It is not a license to build whatever they wish. If players take liberties with this, you should ask them exactly how they intend accomplishing their task, and judge the scheme on its merits. After making sure they have all the necessary tools and materials to hand, assign a modifier to their chance of success.

Disease: Whenever characters come into contact with disease, the gamesmaster should make a Toughness test to decide whether or not they contract the ailment. The test can be modified according to the virulence of the disease (see *Disease, Poison and Insanity*) and by the Immunity to Disease skill.

Employment: Occasionally, characters will seek mundane employment - either to make money between adventures, or for some more subtle purpose, such as to infiltrate a house or organisation. There are four broad categories of employment open to a character:

Entertainer - includes all the activities covered by the Entertainer basic career.

Labourer - includes dockers, building labourers and farm-workers.

Artisan - includes all the activities covered by the Artisan advanced career.

Servant/ Retainer - includes all kinds of servants and maids, as well as clerks, bailiffs, gamekeepers etc.

Characters must have, or have had, an Entertainer career in order to obtain work as an Entertainer, or an Artisan or Artisan's Apprentice career to obtain work as an Artisan. Any character may obtain work as a Servant/Retainer. Strength of 3 or more is needed to obtain work as a Labourer.

The chances of finding work in a given community depends upon its size. In cities and large towns, it is comparatively easy to find work. In smaller towns and villages there will be little demand for specialised workers, and other work will mainly be seasonal labouring. Use the following chart to determine the base chance of finding employment:

Employment	Population			
	Below 100	100-1,000	1,000-10,000	10,000+
Entertainer	3%	17%	73%	100%
Labourer	17%	73%	100%	100%
Artisan	3%	9%	42%	59%
Servant/Retainer	17%	59%	100%	100%

Characters may make Employment tests once per week while looking for work. Certain skills may modify the base chance of finding employment; this is specified under the relevant skill description. The wage level is a basic 60/- for Artisans, 30/- for Entertainers, 42/- for Labourers and 3/- for Servants (who would get free board and lodgings)..

Estimate: Occasionally, characters will be presented with situations in which they need to quickly estimate numbers, distance, quantity etc. The gamesmaster can establish the basic accuracy of an estimate by secretly testing against Intelligence. If successful, the estimate will be correct to within +/-10%. A failed test indicates that the character's estimate is out by more than this. You can use failed estimate tests to provide bogus information.

Fall: A fall is an uncontrolled descent. All the details for the test are included in *Jumping, Falling, Leaping, Climbing.*

Fear: Certain characters suffer from psychological stress which is so potent that it causes them to lapse into a state of temporary paralysis - they are literally scared stiff.

Some creatures are described in the **Bestiary** as causing Fear in other creatures (for example - undead creatures cause Fear in living creatures). When characters confront any creature which causes Fear in them, a standard Fear test must be made.

Test against Cool to see if they are affected - a successful result means they have resisted the effects of Fear (no further tests are necessary during that encounter sequence). A failed result, however, indicates that the characters are paralysed with fear and may not move, fight or perform any other actions that round. If attacked whilst paralysed, they may parry as normal, but may not use Dodge or other skills to avoid damage. The roll is repeated at the beginning of each round until the characters overcome their fear, after which no further Fear tests are made for that encounter sequence.

Frenzy: Characters suffering from severe mental trauma may sometimes totally lose control, becoming dangerous killing machines, perils to friend and foe alike. This test is only taken by characters susceptible or 'subject' to frenzy - those who are crazy, jumpy, ill-tempered and violent. Characters may become subject to Frenzy as a result of gaining a psychological disorder, but some creatures are naturally unstable. The test is made against Cool, whenever the character is placed under some kind of stress - principally at the beginning of an encounter.

If the test is passed, there is no effect. Characters who fail the test lose control for the duration of the encounter, and become subject to the following rules:

1 They are oblivious to danger and cannot be compelled to leave combat. Fear and Terror tests are not taken or are disregarded.

2 They are concerned only with killing their enemies - they may not parry and always press attacks where given the opportunity.

3 They are possessed of insane strength - adding +1 to all combat damage caused.

4 They are overcome with blind fury, and are completely oblivious to damage they take - modify all damage rolls by -1.

Gambling: each character bets an equal amount of money and then rolls D100. The winner is the character with the highest roll. Successful characters win a sum equal to the number of players multiplied by the sum staked on the game. In the unlikely event of a tie between one or more players, the tying characters make a second bet and roll again. The other characters drop out for that round of betting only.

If gambling in a casino or gaming house, the house adds 10-40% (1D4 x 10) to its roll, depending on how honest the management is. In rigged games, the house may add as much as 60% to its roll, but rarely does so all the time.

Characters with Gamble skill receive a modifier to their roll equal to half their *Intelligence* score. Characters using spare aces or loaded dice use their Intelligence score unmodified, but stand a chance of being caught. After the results of a round of betting have been declared, the GM should make a secret *Initiative* test for each participant to see if they spotted any cheating. The test is made with a penalty of -10, unless a cheated character also has Gamble skill, in which case, he or she gains a bonus of +10. Characters caught cheating could be in big trouble!

Gossip: Idle gossip offers a fairly safe and easy way of gathering information. Characters can attempt to engage NPCs in conversation - the best places are obviously Ale Houses, where people are bound to be less suspicious of the player's motives.

When a character tries to strike up a conversation with a stranger, the gamesmaster should make a test against Fellowship. If the test is successful, the character will learn all the latest news (relevant or not). News typically includes tragic events, births, marriages, scandal, suicides, trauma, illness, crime and 'strange goings on' in general. It can take quite a while to listen to local gossip, especially if the speaker is old or rambling. This is left to the GM to decide according to the circumstances.

In addition to local news, the character can try to get answers to up to D6 specific questions. The GM should answer the player's questions from the NPC's point of view - often the only honest reply the NPC can make is 'I don't know'.

Characters who fail a gossip test may face a hostile reaction from the NPC. A failure by 40% or more indicates that the NPC may report them to the local authorities as snoopers, dangerous deviants, or weirdos. In favourable circumstances, the NPC may even attack the character.

Hatred: This test is used to determine the reaction of characters to others they may have special reason for hating. Although the test can be applied on a personal level (especially if your game revolves around a vendetta or an act of personal revenge), the usual application is when specific races, for some reason or other, hate each other. The **Bestiary** describes which creatures hate other creatures, but the most important example is that of Goblins and Dwarfs. Both races hate each other with considerable vehemence. This is important to players with Dwarf characters, because sooner or later they are bound to come face-to-face with a Goblin or twelve. Test against characters' Cool at the beginning of any encounter; the result lasts for the duration of the encounter. If the test is passed, all is well and no special rules apply. If the test is failed, they are overcome by hatred and becomes subject to the following rules for as long as they are in combat with the hated foe.

1 The character becomes oblivious to danger and cannot be compelled to leave combat.

2 The character always presses attacks where given the opportunity.

3 The character is possessed of insane strength - adding +1 to all combat damage caused.

Hide: This test shows whether characters can evade discovery by skulking in the shadows, in a dark recess or similar location, whilst enemies march past. A character hiding in this way cannot avoid being discovered by a Search (or Rapid Search), but cannot be seen by mere Observation. For example, Silas Lumpfoot the Halfling is creeping stealthily down a dark passageway when he hears the clanking of an advancing Orc patrol. He cannot pass the patrol without being seen, but by hiding in the shadows, he hopes to avoid detection. Curling into as small a space as possible, and taking advantage of the passageway's uneven surfaces, Silas waits silently for the Orcs to pass. This is the ideal situation to apply a Hide test, to see if Silas is spotted by one of the patrol. In situations where the patrol is deliberately looking for someone, the normal Search/Rapid Search rules apply.

The chance of being able to successfully evade detection by hiding is dependent upon quick wits, and by the ability of the hider to remain calm and collected whilst the danger passes. The basic chance, therefore, for a Hide test equals Initiative *plus* Cool, but *minus* the Initiative of the creature being avoided. If hiding from a group of creatures, test only once, but use the highest Initiative value in the group.

A creature with an appropriate Silent Move skill may add a +10% modifier to the chance of hiding. A character with Concealment skill may add up to a further +20%. The GM should impose other modifiers to cover the situation - general lighting conditions, the availability of places to hide, whether the foes are alerted to possible intruders or completely unsuspecting, etc. Hiding characters may choose to launch surprise attacks, and will gain Surprise automatically (see the **Combat Section**).

Hypnotism: Some characters have Hypnotism as a skill, whilst many creatures have a hypnotic attack, causing the victim to become transfixed and helpless. The test is made against the victim's Will Power, usually only once during an encounter or combat sequence. If successful, the character cannot be affected by hypnotic suggestion for the rest of the encounter; if unsuccessful, the character is held rigid and totally helpless, unable to move or fight. This lasts for so long as the attacker remains staring at (or otherwise transfixing) the victim. If distracted (such as being damaged in combat), the effect is lost and the hypnotised character returns to normal in the following round. Creatures can usually only hypnotise one victim at a time.

Interrogation: When someone is forcing information from characters or NPCs, even though those characters may be determined that they will not talk, the gamesmaster may decide otherwise. Interrogation must be backed by threats, and can be backed up by torture as well. If players intend to use torture against NPCs, they should be aware of the risks of accidental death (the NPC's, that is...).

The simplest form of interrogation is by threat: 'Tell me where your money is or I'll break your legs.' The GM tests against the victim's Will Power (mental resistance). A successful test means that the character doesn't co-operate. A failed test means instant obeyance.

Once characters have passed an interrogation test, no amount of additional threatening will make them talk. Only the application of torture will loosen their tongues (or other bits).

Characters may be tortured once per turn and the GM will make the test against Will Power. Every time torture is administered, the character suffers D3 points of damage. Characters who fail the test will answer any questions put to them.

Evil or Chaotic torturers can use extreme torture instead of normal torture. This lowers a character's WP by 10% for purposes of the test, and causes D4 points of damage.

Good characters shouldn't really use torture. If Good characters do attempt to torture a captive, they gain D6 Insanity Points (see *Insanity*). Likewise, a Good character who fails to prevent less charming characters from torturing a captive will gain D3 Insanity Points. The character would obviously be suffering from mental trauma, feelings of guilt and remorse.

Jump: A jump is a controlled descent. All the details for the test are included under *Jumping, Falling, Leaping, Climbing.*

Leap: A leap is a horizontal jump. All the details for the test are included under *Jumping, Falling, Leaping, Climbing.*

Listen: The following chart gives the percentage chance of a character hearing different types of noise. A character does not need to be actively listening for a noise, but when characters are moving, talking or are distracted in some way, they would be unlikely to hear any but the loudest sounds. As a general rule, a group of characters who are themselves making a noise will only hear sounds which are actually louder. So a party moving cautiously will hear normal or loud noises, but not other soft noises.

Type of Noise	Examples	Score	Noise carries For
Soft	Cautious movement, whispering, keys turning, lock-picking	30%	4 yards
Normal	Standard movement, conversation, doors opening or closing	60%	8 yards
Loud	Barging down doors, running, charging, combat, incantation, horses moving, rapid searching, breaking glass, shouting, crying out, screaming	100%	16 yards

Characters need to be *actively* listening to hear sounds through a door or wall, ie, must actually press an ear against the door/wall in question. Noises do not otherwise penetrate doors or walls, except possibly as very indistinct moans or howlings.

Normally, each character gets only one effective 'listen' through a door or wall. No matter how long characters spend with their ears pressed against a door, they will hear no more subsequently than they did on their initial roll. The gamesmaster can bend this rule, but players should be discouraged from spending all their time listening through doors and walls.

A character deliberately listening at the door of a room may roll as normal to hear sounds within. Only one character may listen at a normal-sized door at one time. Characters listening through a thin, wooden or plaster wall may hear sounds within, subject to a -10% dice modifier. Thick brick, stone and earthern walls block all noise.

A sleeping character will be woken by a noise if a Listen test modified by -20% is passed.

Loyalty: This test is used to establish the loyalty of NPC hirelings when left unsupervised by other characters. Test against the Leadership of the hirer - usually a player character. If hirelings are hired jointly by a party, test against the highest Leadership characteristic minus 10%.

When a hireling or party of hirelings is entrusted with a mission of any kind, the gamesmaster should make a single test. If successful, the hirelings attempt the task as expected. If the test is failed, the degree of failure will determine the outcome:

Fails by 01-10%	The hirelings fail to attempt the task, or get it wrong due to laziness or incompetence; they return as expected, but lie to cover themselves.
Fails by 11-20%	The hirelings fail to attempt the task in the same way as above, but do not return until a day later than expected.
Fails by 21-30%	The hirelings dissappear for good, taking with them anything entrusted to their possession.
Fails by 31%+	The hirelings betray the characters to their rivals or the authorities. They do not return.

Magic: Sometimes, a character can be affected by magic directly. In such cases, a test is made against the victim's Will Power. If successful, the victim overcomes the effects of the spell/item. Note that some spells affect creatures only indirectly, and cannot be avoided by means of a Magic test - for example, a character cannot avoid getting burned by a magically generated fireball, or wet from a magically generated rainstorm.

Observe: Characters might enter a room and see the rough stone walls, the upturned chair and the heavy table. But would they be likely to see the scratches on the floor made by the secret door, or the dark smear of blood on the chair?

If a character searches these areas, the scratches and blood will be found automatically, because they are not hidden. However, the gamesmaster can give players a chance of their character just noticing these features, even without conducting a proper search.

Roll secretly against the character's Initiative as soon as there would be an opportunity for the character to cast a cursory glance over the room. A successful test reveals a single clue, where present. Success by 10% or more points reveals additional clues at the rate of 1 clue per full 10% of success, until the character has noticed everything there is to see.

Characters cannot use observation to uncover hidden items. Hidden items can only be uncovered by a deliberate search.

The observation rules can also be used when characters look into a room from outside. However, in this case they are rolling to see the obvious features - inhabitants, furniture, floor coverings, and so on. Subtle clues and hidden items cannot be seen from outside a room.

Pick Lock: Characters with Pick Lock skill can attempt to pick a lock using a special lock-pick tool, or an improvised tool made from wire, a small knife or something similar.

All locks have a *Lock Rating* of up to 100%, which is subtracted from the character's Dexterity characteristic to give the chance of success. The higher the lock rating, the more difficult it will be to open the lock.

A successful test indicates that the lock has been opened. Up to 3 unsuccessful tests can be made by the same character, after which all further attempts will fail automatically. Each attempt takes the equivalent of 1 round or 10 seconds.

Characters can acquire the Pick Lock skill more than once, giving them pick lock modifiers of +10, +20, +30, etc. The modifier is added to the chance of success.

Characters without Pick Lock skill should be allowed one attempt at a lock, with a -30% penalty.

Pick Pocket: Characters with Pick Pocket skill can attempt to quietly remove items from a sleeping Ogre or a fellow adventurer without being noticed.

Test against characters' Dexterity. A successful test indicates that they have picked the pocket unnoticed, and has obtained 1+D3 items, at random, from the person's personal belongings - it is left to the GM to decide whether an item is a purse, a loose coin, a handkerchief or whatever.

A failed test indicates that the character has not managed to take anything. Failure by 20% or more indicates that the character has been noticed, and failure by 40% or more indicates that the victim notices the pickpocket and catches him by *surprise*.

Characters' with Pick Pocket skill can earn money between adventures. Test against Dexterity once per day; a successful test indicates goods or cash to the value of D10+1 Gold Crowns have been obtained. A failed test indicates that the character has failed to obtain anything, and has spent the whole day being chased and assaulted. Failure by 40% or more indicates that the authorities have actually caught the character.

Characters who spend long periods picking pockets suffer a cumulative penalty of 10%. Thus, the test is made at -10% on the second day, -20% on the third day and so on.

A character without Pick Pocket skill may try to pick pockets, but suffers a penalty of -30% on all Pick Pocket tests.

Poison: This test can be made to see if a character is overcome by poison or drugs. Test against characters' Toughness x 10 (a character with a Toughness of 4 has a 40% test, for example). If successful, the character resists the poison and suffers no ill effects.

Problem Solving: Occasionally, characters will be faced with a situation where they have to solve some sort of mental puzzle, riddle or problem. The gamesmaster should allow any character to tackle a problem at least once.

The GM should make a test against the character's Intelligence. This can then be used in one of two ways. You could use the success or failure of the test in the same way as all the others; that is, you could tell the player that the character has solved the puzzle if the test is passed, or that it defeats the character if the test is failed. Alternatively, if you would like the player to actually have a go at solving the puzzle, the level of success that the *character* has with the test will give you a rough idea of how much help you can give the *player* with the puzzle, or how many 'goes' the player is allowed to solve the problem. For instance, if the test succeeds by 10% or more, you can allow a player 1 extra attempt at solving the problem.

If the test is a failure, characters may still attempt the problem once. The GM should offer no help, or even attempt to mislead the player if the test was failed by a wide margin. If the test is failed by 30% or more, the GM should definitely try to make things hard for the character.

Reaction: This test is made to determine whether a character acts fast enough when something rapid happens - such as a trap going off. A successful test indicates that the character has dodged, ducked, stepped back or otherwise managed to avoid the sudden danger. Test against the character's Initiative, making any suitable modifier for careless or gungho behaviour (eg, -10% if moving at a standard rate, -20% if running, -10% if the character is showing off, etc).

Risk: The gamesmaster can apply the standard risk test to any situation where characters are attempting something that puts them in physical danger. Some typical instances are given here. Many physically dangerous actions are covered by skills, and characters with appropriate skills do not need to take certain Risk tests.

The Risk test is taken in the same way as other tests, but the character has a standard 50% chance of success. This can be adjusted by the GM if it is reasonable to do so, but 50% can be thought of as average.

A failed Risk test always causes D3 points of damage. No reduction is made for armour or shields. The GM may allow the effects of protective magic and skill-based modifiers to reduce damage in certain circumstances.

Search: Searches must be conducted item by item. Walls, floors and other large surfaces are searched at the rate of 9 square yards or 9 yards length of corridors per turn (minute). Anything not deliberately hidden will be uncovered by a search automatically. Deliberately hidden items are uncovered if the character makes a successful test against Initiative. Objects can be searched repeatedly if the players wish.

You must decide how long it takes to search a certain item or area, depending on how empty or crowded it is. An empty bucket does not take as long to search as a crammed toolshed. Common sense is as good a guide as any here.

Rapid Search: This works in the same way, but occurs at double speed. Rapid Searching incurs a modifier of -10%, and counts as a *Loud* noise.

Sneak: Although not a standard test, it is anticipated that characters - with or without Silent Move skills - will want to try and creep past guards and other potential problems. To discover whether the character is heard, refer to the Listen tests above, and the section on *Movement*.

Stupidity: This test is usually applied to especially dull-witted creatures - those described in the **Bestiary** as "subject to Stupidity". Characters may sometimes be overcome by stupidity as the result of magic, insanity or other unusual situations. These are described elsewhere in the rules.

The gamesmaster applies the test at any appropriate time, usually when the character is under stress, such as when combat commences. Make a test against the character's Intelligence; if it is successful, the character is not affected by Stupidity for that encounter sequence. Characters who fail the test are overcome by stupidity, and the GM should roll on the chart below to see what they do each round.

01-20% **Nothing** - their eyes take on a dazed expression, and they steadfastly refuse to do anything at all. If such a character suffers combat damage, add 20% to all subsequent rolls on this chart during the encounter.

21-40% **Confused** - they have sufficient wits to move (half rate) and to defend themselves by *parrying*, but they may not use skills or magical abilities, nor may they attack.

41-60% **Disoriented** - they are vaguely aware of what is happening, and may defend themselves by *parrying* and using all available skills to reduce combat damage. They may not attack. They may move at *cautious* or *standard* rates, but may not run. Any spells cast by such characters have half the normal chance of working.

61-80% **Dull-witted** - they can just about manage to put up a fight. Their Attacks characteristics are reduced to 1, but they may attack once *or* parry once in a round.

81-100% **Confused but resolute** - they are not quite sure what's going on, but will lash out with any weapons at the nearest creature (be it friend or foe), bellowing loud war cries and shouting encouragement to their fellows. Their attacks and skill use are as normal, but may be misdirected.

Terror: This is an extreme form of Fear, and the test is taken in exactly the same way. Only creatures which are mind-numbingly unnatural and horrifying will cause Terror - as indicated in the **Bestiary**.

Characters failing a Terror test will drop everything and curl up into a gibbering ball until whatever caused the Terror is destroyed or goes away. They may do absolutely nothing, not even defend themselves in combat, and count as *prone* targets in combat.

Furthermore, Terror is so mind-wrenchingly traumatic that it can cause permanent mental damage, occasionally resulting in personality disorders. Every time characters fail a Terrors test, they gain +1 insanity points (see *Poison, Disease and Insanity*).

Understand Language: Often characters will be confronted by babbling foreigners speaking totally incomprehensible languages. If they do not speak the foreigner's language, they may try to make out the gist of what is being said by listening very carefully, encouraging the foreigner to speak slowly and use gestures, and being very patient.

The gamesmaster must decide if there is time for the babbling foreigner to make himself understood. Obviously, this will depend on what is being said. The GM then tests against the listening character's Intelligence. A successful test indicates that the character has gained some inkling of what is being said, while a failed test means the character hasn't a clue. Depending on the result, you can reveal as much correct or incorrect information as you see fit. Success is never absolute except with very simple messages.

If a test is failed by 40% or more, the GM may introduce confusion and misunderstanding. Did the foreigner really say to get knotted, or was he simply pointing out that your shoelace is undone?

•FATE POINTS•

Fate Points set characters apart from the mass of the population; they are what makes an adventurer special. Each character is allotted a number of Fate points during the generation stage, and Fate Points may also be gained and lost as a result of divine action.

Fate Points are used to save a character from certain death; by expending a Fate Point, a character can live again to fight another day. For example, a character may expend a Fate Point in order tc ignore a critical hit result (*see Combat - Critical Hits*) which would otherwise have proved fatal - the character is knocked unconscious rather than killed and wakes up having been left for dead, or is merely grazed by the killing blow. A character who falls off a cliff can expend a Fate Point in order to walk away unharmed - saved by a million-to-one chance such as a bush or a patch of exceptionally soft sand.

As you can see, Fate Points are powerful things, and players should be reminded that they are precious. Once a character has spent a Fate Point, it is gone - Fate Points are not recovered like *Wound* points, and once a character has run out, he or she can cheat death no longer.

•TIME AND MOTION•

As well as controlling 'the rest of the world', the gamesmaster must also keep track of game time.

•GAME TIME AND REAL TIME•

Game time is different from real time. When a player says 'My character is looking into this room', the gamesmaster will turn to the relevant entry in the scenario, see what is in the room, and describe it to the player. This takes several seconds of *real time*, but in *game time* the character would have taken it all in at a glance. On the other hand, the characters might travel from one town to another; the GM decides that there are no encounters during the trip, and says, 'OK, you get there safely.' This only takes a few seconds of real time, but can occupy hours or even days of game time.

•NARRATIVE AND DETAILED TIME•

Most of the time during an adventure, the gamesmaster will simply narrate the options available to the players, inform them of the results of their decisions and tell them if anything untoward is happening. The GM should have a rough idea of how much game time has elapsed (eg, a split-second, ten minutes, a couple of hours, several days), but it is not necessary to keep track of things second by second. Sooner or later, though, a situation will arise which needs to be played through in detail, and then the GM should make sure that everything that takes place is done round by round and turn by turn. There are no hard-and-fast rules about this, since the game is so flexible that almost anything can happen, but common sense should tell the GM what sort of timekeeping is required at any given time.

For example, imagine the players are approaching a deserted cabin. The GM knows that a large bear has taken residence, but the players are as yet unaware of this. Play might proceed like this:

GM You come to a clearing in the woods. You can see a small cabin about 20 yards ahead.

Player I stop and look at the cabin - are there any lights, smoke or signs of habitation?

GM No nothing at all. Some of the windows are broken in, and it looks deserted.

Player We approach the door cautiously, weapons drawn, covered by the Elf with his bow.

GM You reach the door - still no signs of life. The door is slightly ajar.

Player OK - I push the door open and quickly step inside, the Elf is ready with his bow.

GM Inside you see a huge mound of fur. Slowly, a sleepy head looks up and the creature prepares to attack - it's a bear!

The first part of this sequence is played out as pure narrative - the players simply state what they are doing, and the GM tells them the results of their actions. Now that the party has a rather annoyed bear on its hands, though, things will have to be played through in detail as they either fight the beast or try to get away from it.

It is not necessary, or desirable, for the GM to rigidly impose game turns on the players. It is not a good idea, for instance, to say 'It is now game turn one.... it is now game turn two.... it is now game turn three....' and so on. The proper procedure is simply to say 'It takes you roughly five minutes to reach the house', or 'You wait on the corner of the street for about a quarter of an hour before your friends turn up'.

•UNITS OF TIME•

Game time is measured in two standard units:

Game Turns: A game turn is equivalent to approximately a minute. During a game turn, a character may accomplish what a real person could do in similar circumstances in a minute. Many of the actions permitted in the rules are described as taking a certain number of Game Turns.

Rounds: Some actions, such as closing a door, striking a blow in combat, or speaking a few words take only a few seconds. In some situations, that few seconds makes all the difference between life and death. A round is equivalent to approximately ten seconds; so, during a round, a character may accomplish what a real person could do in similar circumstances in ten seconds. Many of the actions permitted in the game are described as taking a certain number of Rounds. As you will have noticed, there are six rounds in a turn.

Rounds are used in combat and other situations where time is of the essence. How to use rounds, and work out combat, is described in more detail later.

•MOVING•

A creature's movement allowance determines how quickly it can move. The rate at which a group of creatures - adventurers included - can move will usually be governed by the speed of the slowest individual.

The following table shows you how to translate the standard movement rate characteristic into distances and rates of movement.

Distances given below are in yards. For tabletop purposes, remember one inch is the equivalent of two yards. Note also that the movement allowance corresponds to the distance in tabletop inches per round at cautious rate.

If you prefer to think in metric terms, you can treat the rates given below as metres, which is accurate enough for our purposes.

It is a good idea to write your cautious and standard rates onto your record sheet in the spaces provided.

Move Rate in yards per round/10 seconds

Move Allowance	Cautious	Standard	Running
1	2	4	16
2	4	8	32
3	6	12	48
4	8	16	64
5	10	20	80
6	12	24	96
7	14	28	112
8	16	32	128
9	18	36	144
10	20	40	160
11	22	44	176
12	24	48	192
13	26	52	208
14	28	56	224
15	30	60	240
16	32	64	256
17	34	68	272
18	36	72	288
19	38	76	304
20	40	80	320

Move Rate in yards per game turn/minute

Move Allowance	Cautious	Standard	Running
1	12	24	96
2	24	48	192
3	36	72	288
4	48	96	384
5	60	120	480
6	72	144	576
7	84	168	672
8	96	192	768
9	108	216	864
10	120	240	960
11	132	264	1056
12	144	288	1152
13	156	312	1248
14	168	336	1344
15	180	360	1440
16	192	384	1536
17	204	408	1632
18	216	432	1728
19	228	456	1824
20	240	480	1920

Move Rate in miles per hour equivalents

Move Allowance	Cautious	Standard	Running
1	½	1	3½
2	1	1¾	7¼
3	1¼	2¾	10¾
4	1¾	3½	14¼
5	2¼	4½	18
6	2¾	5¼	21½
7	3	6¼	25
8	3½	7¼	28¾
9	4	8	32¼
10	4½	9	35¾
11	5	9¾	39½
12	5¼	10¾	43
13	5¾	11¾	46½
14	6¼	12½	50
15	6¾	13½	53¾
16	7¼	14¼	57¼
17	7¾	15¼	60¾
18	8	16	64½
19	8½	17	68
20	9	18	71½

Cautious Rate: is the rate normally used for underground adventures, or adventures set inside buildings. It is also the rate used when moving formed bodies of soldiers. In both cases, it envisages a certain amount of standing still, communication, hesitation, caution and other delays. In the case of the military, the need to retain formation also prevents troops from moving very fast.

Standard Rate: is the rate used for individual adventurers moving out in the open, along a road for instance. Characters may use this rate underground if they wish, but they will be forever tripping over broken paving, banging their heads on beams and getting in each other's way. The GM can make a Risk test for characters attempting this, giving them wound damage on each failed test (see *Standard Tests*).

Run Rate: is the rate used when characters want to run as quickly as they can. This should be regarded as the fastest a character can move. Running characters are very vulnerable to traps, encounters and accidents, and so this rate is reserved for emergency use. Characters using this rate underground should take a Risk test with a -10% modifier, taking wound damage on fail results. Characters using this rate for more than a single round drop one yard of speed for each subsequent round as they become more and more breathless, until they are reduced to standard rate.

•MOVEMENT ALLOWANCE FOR OTHER TRANSPORT•

Movement allowances for various forms of transport are given below. The table shows standard movement rates for yards per round, yards per turn and rounded-off miles per hour equivalents. Cautious movement will be at half the standard rate, and running movement will be four times the standard rate (if appropriate).

	Move Rate	Yds/rd	Yds/turn	mph
Pony/Mule	7	28	168	6½
Riding Horse or Warhorse	8	32	192	7½
Draft Horse	6	24	144	5½
Cart (2 wheels)	6	24	144	5½
Wagon (4 wheels)	3	12	72	2¾
Coach (4 wheels)	4	16	96	3½
Rowing Boat	3	12	72	2¾
Small Sailing Boat	4	16	96	3½
Commercial Barge	2	8	48	1¾
Sailing Ship	5	20	120	4½

In the case of water transport, moving with or against currents will alter the speed. Sailing vessels are also dependent on the wind. Add 25% to a vessel's speed if moving downstream, or with a heavy current. Add a further 25% for sailing vessels sailing before the wind. Deduct the same amount for sailing upstream or against a current, or for a sailing ship heading into the wind.

•OBSTACLES•

Creatures crossing obstacles will be slowed down. The following are examples of obstacles that adventurers will come across in time, but the gamesmaster should use the basic principle in any situation where movement should be restricted.

Opening and moving through a door or window
Hedges, fences and low walls - under 2 metres high
Ditches and narrow crevasses
Getting on/off a vehicle or riding animal

Crossing an obstacle loses a creature *half* its total move distance for one round. In addition, crossing an obstacle at standard or running pace is potentially dangerous. Make a Risk test for each character attempting this, with a -10% modifier for running characters.

•DIFFICULT GROUND•

Creatures crossing difficult ground will be slowed down. Examples of difficult ground are as follows:

Woods or dense foliage
Steep or treacherous slopes
Fords or shallow streams
Soft sands or thick dust
Brush, scrub or clinging vegetation
Stairs, steps and ladders
Building debris, wreckage, loose rocks or boulders
Marsh, bog, thick mud or sewage

Creatures crossing difficult ground do so at *half-pace*. So, characters who move forty-eight yards normally would move only twenty-four yards. In addition, crossing difficult ground is potentially dangerous in the same way as crossing an obstacle. Characters attempting to move at more than cautious pace must make a Risk test in the same way, for *every round* during which they move at standard or running rate, taking wound damage for every failed roll.

•SWIMMING•

Only characters with the Swim skill can swim, and do so at $^{2}/_{3}$ the Cautious movement rate given above. No tests are required for swimming in normal circumstances, but in hazardous situations (eg, in rough water, hands tied, etc) a Risk test is required, which is made with a +20% modifier.

Armoured characters trying to swim must make a Risk test with a -10% penalty for every point of armour worn. The GM should judge the effects of any other encumbering items.

Characters who cannot swim, and swimmers who fail a Risk test, will start to drown after a period equal to their Toughness in rounds. After this period, drowning characters lose 1 Wound per round. Characters reduced to 0 Wounds will have died.

•PARTIES AND GROUPS•

It is usual to refer to a *party* of adventurers. A party is any number of adventurers who are engaged upon a mission together, or who are travelling together towards some specific goal, or for some specific purpose. There are no restrictions on how physically close together members of a party must be at any one time. Normally, a party travelling together forms a single group.

Occasionally, a party might split into two or more *groups*. They might want to send scouts ahead, for example, or they might get split up or lost. When this happens, each group moves, performs actions and does everything else on its own, and each group should be dealt with separately. In many situations, especially when dealing with combat and magic, it is important to know precisely who is in which group and where groups are in relation to one another. If in doubt, any separation of more than 4 yards constitutes a new group.

•ARMOUR AND ENCUMBRANCE•

Every item of armour and other equipment has an encumbrance value. This reflects the difficulty a character would have in carrying the item, based on a combination of its weight and size. Characters can carry only a certain amount before they are slowed down. This is calculated from the character's Strength x 100 (so, characters with a Strength of 4 can carry 400 encumbrance points of equipment before they start to suffer).

For each 50 points, or parts thereof, which characters have over and above their maximum encumbrance, they lose one from their movement allowance.

The encumbrance values of all the most common items are given with details of cost and availability in the *Consumer's Guide*.

Dwarfs are able to carry particularly heavy loads, far in excess of their normal Strength, due to their amazing physical constitution and squat powerful bodies. Dwarfs can carry Strength x 200 points of encumbrance before they start to suffer restrictions. Horses (see the **Bestiary**) may carry loads equal to their Strength x 300.

Encumbrance Values: Encumbrance values of equipment are given in the *Consumer Guide*. Characters or creatures themselves have an encumbrance value equivalent to their Strength plus Toughness multiplied by 100.

•JUMPING, FALLING, LEAPING, CLIMBING•

All actions of this kind are equivalent to a full round of activity, and a character may do nothing else in the round. Many involve Standard Tests, and the gamesmaster will need to refer to the relevant section.

Jumping: A jump is a controlled vertical descent, landing more or less on the feet. Characters jump on purpose. Characters who are pushed, or who leap into the air accidentally, are judged to *Fall* not *Jump*.

To determine whether a jump causes accidental damage, first decide the distance jumped in yards, rounding *up* to the nearest full yard.

Now roll a D6 and deduct the score from the distance jumped. If the result is zero or less no damage is sustained. If the score is positive, then the character loses that many Wounds - irrespective of armour or toughness modifiers. Characters with Acrobatics skill should add +2 to the die roll.

Characters taking wound damage from a jump will drop anything held in their hands 50% of the time.

Example
Clem Shirestock jumps from a first storey window, adjudged to be a jump of three yards. A D6 is thrown scoring 4. 3 minus 4 equals -1, or no damage.

Falling: A fall is an uncontrolled descent, landing pretty much by chance. Characters cannot fall on purpose, but only as a result of an accident or being pushed.

Damage from falls is worked out in exactly the same way as damage from jumps, except that the distance involved is treated as double. Again, characters with Acrobatics skill should add 2 to the die roll.

A character taking wound damage from a fall will drop anything held in his hands 50% of the time.

Example
Flushed with success at taking no damage from jumping out of a first storey window, Clem Shirestock is a little too careless later on, and ends up falling from a first storey window. The drop is 3 yards again, but as he is falling rather than jumping, it is treated as a drop of 6 yards. A D6 is rolled, scoring 3. 6-3=3, so Clem loses three wounds. Next time he should be more careful.

Leaping: A leap is a horizontal jump, like a 'long jump'. It is used to move across roof tops, over chasms and that sort of thing.

Assuming there is sufficient space for a run up of at least two yards, characters may leap a distance equivalent to *twice* their Movement characteristic, minus D6 yards (minimum one yard). The following shows how this affects creatures with different Move scores:

Move Score	Min/Max Leap in yards
2	4-D6 (Min (4-6) = 1/Max (4-1) = 3 yards
4	8-D6 (Min (8-6) = 2/Max (8-1) = 7 yards
6	12-D6 (Min (12-6) = 6/Max (12-1) = 11 yards

Where there is insufficient space for a run up, characters may leap *twice* their Movement characteristic minus 2D6 yards (minimum one yard). In all instances, characters with Acrobatics skill should add 2 yards to the distance of any Leap.

A character failing to make sufficient distance to reach the other side will *fall*.

Example
Clem, already the hero of several roofing tile adventures, is faced with a gap of three yards. His Move is 3, which will allow him to Leap 6-D6 yards. Rolling a D6 the player scores 3. 6-3=3 yards, so Clem just made it.

Climb: Characters can climb most non-sheer surfaces at half move rate, provided they do nothing else that round. Climbing always involves danger and a Risk test should be taken to see if the character slips and sustains injury. If the test is failed, the character *Falls*.

Sheer surfaces can only be climbed using ropes, grapples and so on, or by characters with Scale Sheer Surface skill. The GM must decide whether a surface is *sheer*; in published scenarios, you will be told if this is the case.

•ROPES AND LADDERS•

Ropes and non-fixed ladders, rope-ladders and improvised knotted-blanket ropes can be climbed and carefully descended at half normal movement rate. Two free hands will be needed at all times. Fixed ladders are climbed at the same rate, but only one hand will be necessary. A Risk test should be taken as for other forms of climbing.

Ropes can also be descended by abseiling, at twenty yards per round. In such cases, take an additional Risk test for every full ten yards of distance.

•FLYING CREATURES•

Flying creatures present something of a problem to the gamesmaster in that their movement is, by necessity, three-dimensional. However, by sticking to the guidelines below you should be able to cope fairly easily, and without slowing down the game to the detriment of play.

Flying creatures are divided into three different types:

Swoopers	are strong flyers who can climb and dive easily.
Hoverers	are relatively weak flyers, but are capable of quite slow flight.
Landers	are poor flyers, and are clumsy and slow in the air.

The Movement of Flying Creatures Creatures capable of flight can take off or land during the round - but may then do nothing else. Whilst flying, they can enter combat, use missiles and employ magic just as they would whilst on the ground.

Vertical Movement The height of a creature above the ground is reckoned in increments of ten yards. The vertical distance a creature can climb or dive during its round (ten seconds) will depend upon its basic type.

Swoopers can climb or dive by up to twenty yards during the round.

Hoverers can dive up to twenty yards or climb up to ten yards during the round

Landers can climb or dive by up to ten yards during the round.

Creatures can combine climbing and diving during the round if they wish. For example, a swooper can dive ten yards and then climb ten yards (total twenty yards vertical movement). It will help if a record of vertical distances is kept.

Horizontal Movement Unlike a ground-moving creature, which can stand still, a flying creature *must* move, otherwise it would simply drop out of the sky! The chart below gives the horizontal movement for flying creatures in yards per round. There are two numbers for each entry. The first is the *minimum* speed the creature must move. The second is the *maximum* speed the creature is permitted to move. The speed a creature is allowed to move horizontally depends whether the creature is diving, climbing or maintaining level flight.

	Climb	Dive	Level
Swooper	8-16	24-56	12-32
Hoverer	1-4	1-24	1-20
Lander	8	28-32	8-20

Manoeuvre: Airborne creatures can only turn by wheeling. The radius of a *wheel* is always equal to *half* the total horizontal move distance in yards.

•LIGHT AND DARKNESS•

Adventures often take place in darkness; at night, for example, or deep underground where there is no natural light. In such circumstances, it is important to be aware of sources of light.

Torches: These are basically flaming brands, fuelled by an oily rag, or flammable material of some kind. Torches can often be improvised from wooden objects that the characters find, but preparing a torch in this fashion takes D4 minutes. Torches burn for an hour before they are consumed. A torch illuminates a circular area of ten yards radius. Within this area everything is illuminated as if it were normal daylight. Walls and other structural features at up to thirty yards distant from the torch appear as fleeting shadow. Observers more than twenty yards from the torch can only see the bright light of the torch itself, and maybe a few shadows.

Lanterns: These are a much more useful means of illumination. Lanterns run on oil, and have shutters so as to avoid giving away the position of the carrier. Lanterns generally hold about two pints of fuel, which will burn for about five hours. Lanterns illuminate an area of fifteen yards radius, and structural features at up to forty five yards away will appear as vague shadows. Observers more than thirty yards from the lantern will see only the bright light of the lantern, and indistinguishable shadows.

Campfires: These illuminate an area of fifteen yards radius in the same way as a lantern.

Lamps: These run from fuel oil, in the same way as lanterns, but the flame is exposed, as with a candle. Because of this, lamps can blow out fairly easily. They burn oil at the same rate as a lantern. A lamp illuminates an area five yards in radius, and structural features at up to fifteen yards can be seen as vague shadows. Observers more than ten yards from the light source see only the flickering flame of the lamp and indistinguishable shadows.

Candles: These are made from solid wax and a combustible wick. The flame is exposed, and can be blown out very easily. A candle will burn for about an hour before it is consumed. A candle illuminates an area five yards in radius, and structural features at up to fifteen yards can be seen as vague shadows. Observers more than ten yards from the light source see only the flickering flame of the lamp and indistinguishable shadows.

•NIGHT VISION•

Some creatures, and some adventurers, have the ability to see even in the pitch dark. This is indicated by the character possessing the Night Vision skill. Elves and Dwarfs are especially renowned for this, and may forego the need to have artificial lights if they wish. Characters with Night Vision have eyes that are sensitive to heat and low intensity light.

•VISION RANGES SUMMARY•

	Radius	Structures	Distance from which illuminated radius can be seen
Torch	10	30	20
Lantern	15	45	30
Candle	5	15	10
Lamp	5	15	10
Camp Fire	15	45	30
Night Vision			
Halfling/Elf	20	20	-
Wood Elf/Dwarf	30	30	-

Distances in yards

All lights can be seen as 'bobbing lights' over any clear, flat distance of up to a mile.

•BUILDINGS•

On occasion, adventurers will want to hack through light walls, roofs or other solid constructions. The houses of the Old World are quite substantial, but many internal walls are light partitions, often simple plaster-work over a base of interwoven twigs. Peasant huts, out-houses and animal enclosures may be made up en-

tirely of this sort of stuff. Roofing material varies, but tiles, slates and thatch are all widely used. All can be bashed in or cut through fairly readily.

•HACKING THROUGH WALLS•

Stone, brick and similar constructions cannot be hacked through with weapons. Picks, mattocks or specialised 'seige' equipment will be necessary to breach a wall made from these materials. Other walls may be assaulted with normal weaponry. The normal combat procedure is used (see the **Combat Section**), with buildings, being immobile, treated as *prone* targets (hits are automatic and cause double damage). Walls have the following Toughness values:

Solid timber wall	7
Light wood wall	6
Wattle and daub	5
Thatch	5
Wooden floor	7
Clay floor	7
Reed or matting floor	6

Work out damage as normal for each hit: roll a D6, add the attacker's Strength and deduct the wall's Toughness, then double the result.

To make a hole big enough for a man-sized character to squeeze through, a total of 10 damage points must be caused to a single area of the construction. A Halfling or a character with Contortionist skill can squeeze through on 5, but Dwarfs require 10. Holes of this kind would not usually endanger the construction in any way, and the damage caused to the building is ignored.

•DESTROYING BUILDINGS•

Damage to buildings should be considered for individual eight yard by eight yard sections of building, or eight yard sections of wall. Damage can then be allocated to particular parts of a building, and, in the event of collapse, only that section will fall down. After all, an entire castle doesn't tumble down just because you knock out a tower, or breach a wall.

Building sections can be worked out on the spur of the moment. There is no need to be exact. Most small houses can be thought of as being a single section, most large houses as two. Where houses are very large, with multiple wings, it is easiest to divide the wings up separately. Similarly towers should be considered as separate sections.

Building sections have a number of damage points, and will collapse once this amount of damage has been caused.

Construct	Toughness	Damage
Mud/straw hut	7	15
Light wooden shack	7	20
Timber building	7	30
Stone/brick building	10	50
Stone/brick wall	6	10
Wooden fence	6	15
Improvised barricade	6	15

•DAMAGE FROM FALLING BUILDINGS•

Destroyed sections of buildings or wall sections will fall in a direction determined by the gamesmaster, bearing in mind the damage caused and the positions of additional supporting walls or structures. Any characters inside a collapsing building receive D6 hits as from a Strength 3 attack, and may also suffer damage from falling if on an upper floor (see *Jumping, Falling, Leaping, Climbing*).

•DOORS•

When approaching a door, players will invariably ask for a description, which you can easily improvise if such details have not been worked out already. Once the door has been described, characters usually listen for sounds coming from the other side before they attempt to open it. In a properly planned game you will have already decided whether the door is latched, locked or bolted. Otherwise you can determine this as necessary using a D6.

1 - 2 Latched
3 - 4 Locked
5 - 6 Bolted on the inside.

Latched Doors may be opened automatically.

Locked Doors must either be unlocked with the right key, picked or broken down.

Bolted Doors must be broken down.

Characters will often resort to battering a door to pieces. Like building sections, doors are hit automatically for *double* damage. Doors have variable damage and toughness depending on their construction and purpose.

Location	Toughness	Damage	Lock Rating
Cupboard	1	D6	D4-2 x 10%
Domestic Room	2	D6	D4-1 x 10%
Domestic Entrance	3	2D6	D4 x 10%
Strongroom Dungeon Door Interconnecting Rooms	4	3D6	D4+1 x 10%
Dungeon Door Entrance from Corridor	5	3D6	D4+1 x 10%
Dungeon Strong Point	6	5D6	D4+2 x 10%
Fortress Gate or Dungeon Entrance	8	6D6	D4+3 x 10%
Hatch/Trapdoor	2	D6	D4+1 x 10% (Padlock)

There is often little point in working out damage to doors, except to establish whether a character knocks down the door in one round (thus possibly surprising any foes on the other side). Sooner or later a character will knock down the door, and it is usually acceptable to simply assume that it is done.

As soon as a door has lost half of its total damage, a hole is made that is large enough to look through, or to put an arm through. If the door was held by a bolt, it could now be drawn by a character brave or foolish enough to reach through.

•HOLDING DOORS SHUT•

Wedges or spikes hammered into a door frame are considered to turn it into a 'spiked' door, which must be broken down to be opened. Spiking a door in this way takes time - even if all the materials are at hand, only a single spike per round chould be driven home by each character and at least four spikes are needed to be effective.

Doors can be physically held shut against an opponent (the gamesmaster should impose a logical limit on the number of characters who can hold a door, according to its size). Whether the door remains shut or not depends on the combined Strengths of each side. The side with the highest combined Strength will succeed in either keeping the door closed or opening it as they wish.

If broken down whilst being held, damage will be caused to the holding characters. This will be equivalent to a hit from a normal combat weapon wielded by the assaulting creatures, at their Strength rating. Each character holding the door takes one such hit when it is destroyed.

•MOVING THROUGH DOORS•

Opening an unlocked door and moving through it loses characters the equivalent of half of their Move allowance in yards.

•SECRET DOORS AND PANELS•

Doors and panels can be disguised to look like ordinary wall sections, or hidden in cupboards or other pieces of furniture. These are undetectable to the casual observer, and can only be uncovered by a successful search (see *Standards Tests - Search*). Secret safes or cupboards usually have locks.

•TRAPS•

Many of the places where your adventurers will go may be laced with traps to deter (or kill) would-be thieves, spies and assassins.

Traps may be triggered in a number of ways, and may have various effects; a few examples are given in the next few topics, but many gamesmasters will prefer to invent their own death-dealing devices. Inventing traps is part of the fun of being a GM. Use traps with care, though - the fun can go out of the game very quickly if the adventurers are constantly being wiped out by a sucession of fiendish traps.

•ACTIVATING A TRAP•

Traps can be activated in several ways. Characters treading on a pressure plate, pulling a disguised lever, etc, may activate the trap.

However, the gamesmaster should assume that characters are being reasonably careful. So long as they are moving no faster than *cautious rate*, they can avoid the effects of a trap by making a successful Initiative test. Characters moving at standard rate have a -10% modifier on this test, while the penalty rises to 20% for characters who are running.

Characters with Spot Trap skill may modify the test by +10%. There can also be a -20% modifier if the trap was set by someone with Set Trap skill.

•BOOBY-TRAPS•

Booby-traps are small-scale traps, usually connected to chest lids, locks, clasps, handles, etc. Common devices include poisoned spikes or darts, contact poisons applied to handles, or poisonous gases made to billow forth as a lid is opened.

Booby-traps can be avoided by a successful *Initiative* test, if the character is reasonably careful (otherwise, the GM may impose a -10% or even a -20% modified). Characters with Spot Trap skill add 10% to their dice roll; again there can also be a -20% modifier if the trap was set by someone with Set Trap skill.

Characters with Spot Trap skill can spot a booby-trap after a successful Search test. Unlike larger traps, booby-traps can be disarmed by characters who make a successful Dexterity test.

•SUMMARY OF TRAPS•

Characters moving at the Cautious Rate avoid activating a trap following a successful Initiative test.

Characters moving at the Standard Rate avoid activating a trap following a successful Initiative test with a -10% modifier.

Characters moving at the Running Rate avoid activating a trap following a successful Initiative test with a -20% modifier.

Booby-traps can be avoided following a successful Initiative test, or disarmed by characters with Spot Trap skill following a successful Dexterity test.

Spot Trap skill adds a +10% modifier to tests to avoid traps.

-20% modifiers apply if the trap was set by a character with Set Traps skill.

•TYPICAL TRIGGERS•

Here are a few examples of ways in which traps can be activated:

Door: A simple catch or switch activates the trap as the door, hatch, etc, is opened.

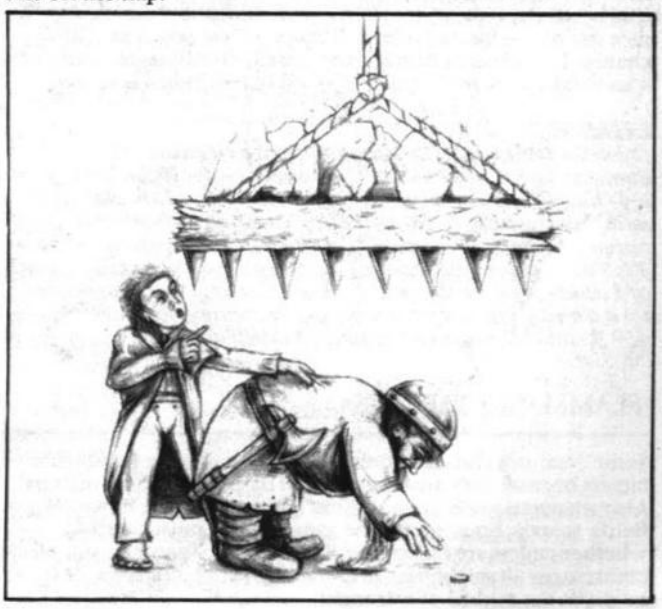
Procedures: A set of procedures must be gone through in order to avoid setting off the trap. Such as: 1 - pull the lever on the left, 2 - pull the lever on the right. Pulling them in the right order opens the door (or whatever), and pulling them in the wrong order activates the trap.

Sound: Any average/loud noise within a few yards will operate the trap - a sort of avalanche effect.

Stone slab: A simple pressure-plate, or a moving stone slab cleverly balanced to act as a trigger.

Trip-wire: A simple trip-wire across a corridor.

Weight: In effect a whole room or corridor which acts like a stone slab. The combined weight of two, three or more creatures sets off the trap.



•TYPICAL TRAPS•

Animal Trap: An animal trap is like a mantrap, but smaller and lighter. The jaws cause D6 damage as from a Strength 3 attack, on the victim's legs only.

Blocks: Passageways or doors are suddenly blocked by falling stone slabs, iron bars, sliding walls, etc.

Ceiling Lowers: Whole or part of the ceiling lowers and will crush anyone underneath within D6 rounds.

Chute: A chute opens underfoot like a pit, and leads to new parts of an underground complex. Anyone falling down a chute may lose some or all of their equipment at the same time.

Deadfall: A block falls from the ceiling. Unless avoided, the block causes damage as from a Strength 4 attack.

Gas: Deadly gas billows out, flooding a 2 yard radius from the trap, and spreading at the rate of 1 yard per round for D4 rounds. Poisonous gas causes D4 wounds irrespective of Toughness modifiers, while other gases might blind for D6 game turns, or cause unconsciousness. Gases can also cause victims to receive insanity points, increasing their chances of acquiring mental disorders.

Mantrap: The jaws of a mantrap cause damage as from a Strength 6 attack on the victim's leg, and will probably cause injury in addition.

Missile: An arrow, spear or dart is poised to fire as soon as the trap is activated. Unless avoided, the missile causes damage as from a Strength 3 attack.

Pendulum: A swinging axe causes damage as from a Strength 4 attack.

Pit: The floor opens up revealing a pit five yards deep. Such pits can have spikes, in which case roll again to avoid the spikes, or take damage as from a Strength 3 attack in addition to falling damage.

•FIRE•

Fire causes damage in the same way as hits from weapons. Fire is considered to be at Strength 3, but a D4 is rolled for damage, rather than a D6. Armour and magical Aura spells have normal effects. Where fire is all-engulfing, assume the least-protected area is hit. Damage from fire can cause additional damage on the dice roll of a 4; instead of re-rolling to hit just take it as a 10% chance. D4 points of damage are caused, re-rolling on scores of a 4 and adding the total until a dice roll of less than 4 is scored.

Example
Clem Shirestock is hit by a magical fire ball causing D4 damage. This is determined to be on his body. The dice turns up a 4 - maximum damage. This means there is a 10% chance of additional damage. The D100 score is 07 - so a further D4 points of damage are taken. This time the D4 turns up a 3. 4 + 3 is 7 damage, minus 2 points for body armour making a total of 5 damage points caused. If the second dice had also turned up a 4 more damage would have been caused, for example 4 + 4 + 3 - total 11 minus armour and shield as before.

•FLAMMABLE TARGETS•

Some creatures and structures are considered to be flammable targets because they are composed of dry, combustible material. Also, characters will often want to ignite things like hay-stacks, fields, woods, houses, etc. The gamesmaster must decide whether targets are flammable. This may vary according to circumstances - it might have been raining solidly for days, or it might be the middle of a drought.

Flammable targets receive additional damage automatically. An extra D4 points of damage should be added to the damage caused before modifying for Toughness or armour. So, a flammable target attacked by a fire ball receives 2D4 damage before any modifiers are applied. If the second dice scores a 4, there is the normal additional damage.

•SETTING FIRE TO THINGS•

Only a flammable target can actually be ignited, so that it will continue to burn. To accomplish this, the target must receive five damage points from fire during the round, or over consecutive rounds. So, four points caused in round 1, none in round 2, and three in round 3 will not succeed.

Once ignited, a flammable target will continue to burn, taking a further 2D4 points of damage per round thereafter. Fires will burn until the object is completely destroyed, or until it is put out by some means.

•BURNING OIL•

Burning oil sticks to skin and clothing and is very difficult to put out. To burning oil *everything* and *everybody* is a flammable target - including people! Characters or creatures hit by burning oil suffer 2D4 points of damage, and will be ignited if they take 5 or more damage.

To make Molotov Cocktails, bottles or flasks of oil must be fitted with a rag wick, and count as improvised weapons. They burst into flame only 50% of the time, and attempting to throw one necessitates a Risk test. A failed test means that the contents of the bottle or flask end up all over the thrower, with the usual 50% chance of it igniting. Characters carelessly soaked in inflammable oils and spirits count as flammable targets to all fire damage.

•PUTTING FIRES OUT•

Burning targets take 2D4 damage every round. The only way to put the fire out is to reduce this to zero. If a burning character has complete armour, then there is a small chance this will happen naturally.

Otherwise, the amount of damage can only be reduced by beating (-1 point), by another character beating (-1 per character), by dowsing with water (-1 point per bucket) or total immersion in water (automatic). Burning characters may do nothing else except attempt to extinguish flames.

•POISON, DISEASE AND INSANITY•

The following three topics provide some background rules for coping with three difficult areas of gaming. Each must be handled carefully, for they can have a powerful and unsettling effect upon the game. Poisons, in particular, can be used to the exclusion of all else, and this can spoil many gaming sessions. The gamesmaster must find ways to limit the occasions in which players use poison; usually, the best way is to remind them that if their characters are going to use poison all the time, so will certain unpleasant NPCs....

•POISONS•

There are three different classes of poisons - *toxins, deliriants* and *animal venoms*. These are very distinct categories and work in different ways. Within each class there are several types of poison.

Toxins: These are usually derived from vegetable components. There are a number of sub-categories, each generally affecting only a particular group of creatures. Their effect is to disable or kill.

Deleriants: These are also vegetable-based; they produce hallucinations, and in some cases insanity.

Animal Venoms: These are derived, as might be expected, from venomous animals. Their effect is to disable or kill.

•OBTAINING POISONS•

Characters may obtain poisons (as long as the gamesmaster agrees they are available) as given in the *Consumer Guide*. Occasionally local laws may prohibit the sale of a particular poison, but in many cases they are freely available. Bought poisons may not be at maximum strength, since they deteriorate quickly.

•MANUFACTURING POISONS•

Characters with Prepare Poison skill may manufacture poisons. This generally takes place between adventures, but under special circumstances the gamesmaster may permit a character to manufacture poison during the course of a game. It is, however, a long and complicated process, and the GM should make sure that the character takes sufficient time to do it. Before starting to manufacture poison, characters must:

Find Premises - A room at an inn will probably do; the characters should, however, be careful about letting the landlord know what is going on.

Find Equipment - The characters must have some basic equipment, such as a small hand balance, a pestle and mortar, a burner, flasks and bottles.

Find Materials - Ingredients for poisons are rare, and you may decide that characters may only obtain them at certain places (eg, where it is stated in a published adventure.) Alternatively, they might be purchased from an NPC Pharmacist or Alchemist - poisons each require D4 + 1 ingredients, which are all Rare, and costs 3D10 Shillings per dose.

These basic preparations will take time - at least a day in a large town or city and longer in a smaller town where some of the necessary items may not be available. Provided that these preparations are successful, a character may prepare poison thereafter, at the rate of one dose per day.

•ADMINISTERING POISONS•

Once a poison has been prepared or otherwise obtained, the next step is to administer it to the intended victim. Since most of the poisons used in the Old World have a liquid base, the two most common methods will be to add the poison to the victim's food and/or drink, or to introduce it via a wound. These methods require two slightly different forms of poison, which are called *additive poisons* and *blade venoms*.

Additive Poison: This can be given to a victim in a number of ways: as well as sneaking it into food or drink, more enterprising characters might attempt to persuade the victim that it is in fact a patent cure or magic potion.

When consuming food or drink that has been poisoned, the victim has a chance of noticing that something is amiss; this is based on the size of the serving, which in turn affects the concentration of the poison and therefore the strength of any tell-tale flavour. These chances are:

Goblet 15%

Tumbler or small dish 10%

Tankard or large dish 05%

The check is made secretly by the GM.

These percentages are based on one dose of poison; for each additional dose in a serving, add a similar percentage (so that the base chance of spotting two doses of poison in a tankard is 10%, for three doses 15%, and so on). This percentage is then *averaged* with the victim's Intelligence, and a test made against the resulting number, modified by skills such as Brewing or Cook. If the test is passed, the victim notices that something is wrong with the food or drink, and can stop consuming it before taking in enough poison to do any damage. If the test is failed, the victim fails to notice the poison, and consumes the full dose.

Blade Venom: This is prepared in the normal way, but must then be distilled down to a resinous paste. This process takes an additional day, and is rather wasteful, requiring two doses of poison to produce one dose of blade venom. At the GM's option, a character who has access to a fully-equipped alchemist's or pharmacists's laboratory may be able to reduce the waste, producing two doses of blade venom from three of raw poison.

One dose of blade venom can be used to poison *one* edged or pointed weapon. This must be no larger than a shortsword. When the weapon next wounds a creature, the poison enters his/her/its system. Blade venom is only good for one blow, and becomes useless if it is not used within D4 hours of application.

•POISON TESTS•

As stated in *Standard Tests*, the victim is permitted a test based on Toughness x 10 in order to resist the effects of any poison. If the test is passed, the poison has no effect, and if it is failed, the poison has full effect. Optionally, the gamesmaster may decide that some poisons are more powerful than others, introducing modifiers to the test; in the case of the most powerful poisons, the victim might suffer some minor effect even if the test is successful. Where multiple doses are involved, the victim may test once for each, each successful test negating one dose.

•THE EFFECTS OF POISONS•

Toxins: Each toxin only affects a certain race or group of races, as shown below:

Toxin	Affects
Manbane	Humans, Dwarfs, Halflings, Gnomes
Elfbane	Elves
Blackroot	Orcs, Goblins, Hobgoblins, Snotlings
Trollbane	Ogres, Trolls, Giants, Treemen
Lizardbane	Reptiles
Demonbane	Demons
Truefoil	Weres in animal form
Beastbane	Most animals and monsters
Graveroot	Undead

Toxins may affect creatures of other races, although these effects will rarely be more than stomach cramps and nausea. This is left to the gamesmaster's discretion. The effect of a toxin on the target group depends on how many *doses* the victim has received:

Toxin	1 dose	2 doses	3 doses	4 doses
Manbane	Unconscious	Paralysed	Dead	Dead
Elfbane	Paralysed	Dead	Dead	Dead
Blackroot	Unconscious	Paralysed	Dead	Dead
Trollbane	Drowsy	Unconscious	Unconscious	Dead
Lizardbane	Drowsy	Unconscious	Dead	Dead
Demonbane	Repelled	Repelled	Paralysed	Dead
Truefoil	Repelled	Revert	Revert	Revert
Beastbane	Drowsy	Paralysed	Dead	Dead
Graveroot	Repelled	Destroyed	Destroyed	Destroyed

Deleriants: These affect most humanoid races, and are also effective against most domestic and wild animals. They will not affect mindless or magical creatures such as Undead or Demons.

All deleriants have a mild hallucinogenic effect. Each dose requires the creature to make a Will Power test; if this is failed the creature must take D6 Insanity Points. Other effects of deleriants are as follows:

Deleriant	1 dose	2 doses	3 doses	4 doses
Black Lotus	Drowsy	Unconscious	Paralysed	Dead
Nightshade	Drowsy	Dead	Dead	Dead
Adder Root	Drowsy	Paralysed	Dead	Dead
Madman's Cap	Drowsy	Drowsy	Drowsy	Unconscious
Oxleaf	Drowsy	Paralysed	Paralysed	Paralysed

Animal Venoms: These affect all non-magical creatures. They are similar to toxins, but frequently stronger, although they generally deteriorate more quickly once taken from the animal which produces them.

Venom	1 dose	2 doses
Scorpion	Drowsy	Dead
Snake	Dead	Dead
Spider	Paralysed	Dead

Only the strongest and deadliest venom in each species-group is covered here - animal venom can vary tremendously in potency, and you should feel free to reduce the effects as you see fit.

•EXPLANATION OF EFFECTS•

Dead - this is self-explanatory.

Destroyed - the creature crumbles to dust.

Drowsy - the creature is conscious, but groggy and disoriented. All percentage characteristics are reduced by 10 for a number of hours equal to D8+4, minus the character's Toughness.

Paralysed - the creature is paralysed for a number of hours equal to D8+4, minus its Toughness, and cannot be woken by normal means. Once over the effects of the paralysation, the creature is still Drowsy for a further D6 hours.

Repelled - the creature must move away from the source of the poison on the next round. At the GM's option, a Will Power test may be required to approach the source of the poison again.

Revert - the creature resumes its normal human form, and must make a Will Power test to change form again.

Unconscious - the creature is unconscious for a number of hours equal to D8+4, minus its Toughness, but can be awoken by normal means. Once awake, the creature is still Drowsy for a further D6 hours.

•RECOVERING FROM POISON•

Characters who are not killed outright by a poison will recover over a period of time. The base recovery time is given in the explanation of effects; this may be varied at the GM's discretion to take into account the strength of the poison and the size and general health of the victim.

Example

Clem Shirestock visits an inn which, unknown to him, is the base of a gang of cut-throats. Their normal modus operandi is to poison a guest's food, rifle the body and dispose of it in a sewer which runs beneath the yard, leading to a river.

Clem orders a large meal, which is laced with no less than four doses of Manbane. He thus has a 20% base chance of noticing that the meal is poisoned; averaged with his Intelligence of 32, this gives him a percentage chance of 26%. Clem rolls 40, and consumes the meal with gusto, blissfully unaware that there is anything wrong with it.

Now he must make a test to avoid the effects of each of the four doses. His Toughness of 3 gives him a base saving throw of 30%, and since he does not have Immunity to Poison skill, this is unmodified. Clem's player rolls 15, 84, 52, and 17 - two successes and two failures. This means that Clem is only affected by two doses of Manbane.

Referring to the toxin effects chart above, the GM notes that Clem is paralysed rather than killed; the robbers fail to notice this as he slumps over his dish, and they rob him and dump him down the drain as is their wont. The GM rolls a D8, scoring 5, then adds 4 and subtracts Clem's Toughness of 3, giving a final result of 6 - Clem will be paralysed for 6 hours.

If Clem survives a journey through the sewer and down the river in his paralysed condition, he will still be drowsy for another D6 hours, and the GM will have to decide what happens to him in that time - he may be attacked by rats, found by a Watchman, or any of a dozen other things. Clem's player swears he'll never eat at that inn again, and crosses his fingers as the GM reaches for the dice...

•DISEASE•

The Old World is a fairly unsanitary place; the science of medicine is in its infancy, and few communities are so enlightened as to have taken any worthwhile public health measures. Rats are more numerous as people in most towns, and other sources of disease are polluted water supplies, open sewers and badly preserved food. Occasionally terrible plagues and epidemics can sweep across whole areas, but the main risk of infection for adventurers comes from bites and other wounds.

•CONTRACTING DISEASE•

The conditions for contracting a particular disease are given in the description. When characters have a chance of contracting a disease, they make a Disease test (see *Standard Tests*), including any modifiers given in the disease description. If the test is successful, the character does not contract the disease; if not, the disease takes hold, and the character suffers the symptoms given in the description.

•COMMON DISEASE•

A few of the more common diseases encountered in the Old World are detailed here, together with their effects and the procedures for dealing with them in the game. The gamesmaster can create more diseases if desired, following the general pattern of these examples.

Black Plague: This disease is spread by rats; the organism that causes it infects fleas which feed on the rats, and the disease is passed on when these fleas bite people. Unfortunately, nobody in the Old World knows this. The opinion of medical science is that the disease is caused by 'unwholesome vapours' carried on the air, and the standard precaution is to hoist a side of beef up a flagpole and leave it there for two days, then take it down and bury it in a deep pit, together with the 'unwholesome vapours'. Not surprisingly, these measures do nothing to halt the spread of the plague, and it can decimate whole countries. Fortunately, the Black Plague is very rare; the last known outbreak anywhere in the Old World was almost a century ago.

A character exposed to the Black Plague must make a Disease test. If this is successful, the character is unaffected and further rolls against the same disease are made at +10%. If the roll is unsuccessful, the plague takes a hold on the character.

After an incubation period of 2D10 days, the Plague victims will begin to suffer from nausea, diahorrea and vomiting, and will be completely unable to keep any food down. This has an understandably wearing effect on the constitution, and the character must make a test on each characteristic in turn *every day* (except Move, Wounds and Attacks), losing 1 point or 10% as appropriate for every failed test. If Strength and Toughness reach zero, the character dies.

The disease lasts for 2D10 days, after which surviving characters will begin to recover lost characteristic points at the rate of 1 point or 10% every two days of complete bed rest; attendance by a character skilled in medicine will reduce the recovery time as for wounds (see *Medical Attention* in the **Combat Section**). At the start of the recovery period, however, they must make *two* 50% Risk tests; if the first one is failed, the character loses D3 Strength *permanently*, and if the second test is failed, the character loses D3 Toughness *permanently*.

Red Pox: The red pox can only be transmitted by contact with someone who already has the disease. Characters who have had contact with a carrier of the disease must make a Disease test with a modifier of -10%.

If the test is failed, the character will break out in red blotches D10 days later. The blotches last for 2D10 days, and during this period the character loses 1 point each from Strength and Toughness and D10% Will Power, as well as 3D10% Leadership, Cool and Fellowship. Once the disease has run its course, all characteristics will return to normal except for Fellowship, from which D10% will be lost permanently owing to scars left by the spots.

Tomb Rot: This disease is sometimes carried by mummies, zombies and other undead creatures - see the relevant entries in the **Bestiary** for precise details. Any character who is wounded by an undead creature carrying the disease must make a Disease test after the fight, with a -5% modifier for every Wound point lost fighting the creature.

If the test is failed, the character is infested with the rot, and must make a similar test *every day* or lose 1 point of Toughness and 10% each from Dexterity and Fellowship. Once the rot has set in, it can only be removed by the Cure Illness skill or by magical means. Characteristic points are lost permanently, and can only be regained by subsequent advance schemes.

Wound Infection: Some animals have a chance of carrying infection. Full details are given in the **Bestiary**. A character who is wounded by an attack which may cause infected wounds must make a Disease test with a -5% modifier for each Wound point lost fighting the creature.

If the test is failed, the wound is infected. The area struck becomes swollen and inflamed over a period of D4 hours, during which time the character loses 3D10% Dexterity. Wound points from an infected wound are recovered at only half the normal rate, although medical attention will shorten recovery times as normal. However, the character must make a successful Toughness test or lose one Wound point permanently; if 91-00 is rolled, one Wound point is lost from *each* wound caused by the attack.

•INSANITY•

Insanity is an option open to gamesmasters which enables the players to further develop the personalities of their characters. The idea is to simulate the stresses and mental trauma suffered by characters during their adventures, stresses which may, over time, lead to rather odd character traits. These traits may manifest themselves as neuroses of various kinds, more severe mental illnesses, drug or alcohol dependency, or a total inablity to cope.

To start with, gamesmasters have enough on their hands without needing the added complications of enforcing these factors on their players. The players, too, will need to establish what is the game norm before they will be able to go off into the abnormal. These Insanity rules are therefore recommended only for more experienced gamers.

•GAINING INSANITY POINTS•

Insanity points are gained as follows:-

Critical Hits: One point is gained each time a character takes a *Critical Hit*. The point remains once any resulting injuries are healed, and it is possible for a character to gain a great many points in this way.

Terror: 1 point is gained every time the character fails a Terror Test.

Deleriants: Insanity points may be gained as a result of using *deleriant poisons* - see *Poisons*.

Other: Points may also be gained at the GM's discretion for any experience of a particularly horrible or disturbing kind - suffering torture, for example, or encounters with particularly vile creatures of Chaos.

The GM should decide how many insanity points are at stake, and impose a Cool test. If the test is passed, no insanity points are incurred, but if the test is failed, the character gains the number of insanity points decided upon by the GM. There are several ways in which this can be done:

A set number of points (1, 2, 3, etc).

A number determined by the result of the Cool test (eg, 1 point for each whole 10 points by which the test is failed).

A random number (eg, D4, D6).

Note that insanity points caused by encounters with gods and demons are covered in the rules on *Terror* - if the character passes the resulting Terror test, no extra insanity points are incurred.

•THE RESULT OF GAINING INSANITY POINTS•

Characters with 6 or more insanity points must make a Cool test immediately; characters with less than 6 points need not test. If the test is passed, there is no immediate effect, although the insanity point total remains the same, and the character must make this test again the next time additional Insanity points are gained. If the first or any subsequent test is failed, the character develops a *disorder* but loses 6 insanity points.

•DISORDERS•

A character who fails the test outlined above becomes afflicted by a *disorder*. Wherever appropriate, the gamesmaster should choose an appropriate disorder from the list below. For example, a character whose illness was brought on by being tortured by a band of Orcs might develop a Fear of Orcs, while a character who had developed a disorder through excessive use of a *deleriant poison* may become Addicted to the drug. When it is not possible to pick an appropriate disorder, the GM should roll a D100 and select the entry from the list below:

01-02	Agoraphobia
03-10	Alcoholism
11-12	Alignment Change
13-14	Amnesia
15-16	Animosity
17-18	Anorexia
19-21	Claustrophobia

22-23	Catatonia
24-25	Dementia
26-27	Depression
28-30	Drug Addiction
31-33	Fear of Darkness
34-37	Frenzy
38-40	Gluttony
41-42	Hatred
43-44	Heroic Idiocy
45-46	Introversion
47-50	Kleptomania
51-54	Manic
55-57	Manic Depression
58-61	Megalomania
62-64	Pathological Lying
65-73	Phobia
74-75	Schizophrenia
76-00	A Minor Disorder

Agoraphobia - fear of open spaces. Whenever afflicted characters are out of doors, their Cool is halved. The gamesmaster may modify this according to circumstances; the character would probably be less nervous in a dense wood than on an open plain.

Alcoholism - dependency on the demon drink. Characters may try to drown their sorrows, but they seem to have learned how to swim. They become addicted to alcohol, and whenever there is an opportunity to drink anything alcoholic, they must pass a Will Power test in order to resist the temptation. If the test is failed, the character will keep going until the drink runs out or until a Will Power test is passed. Each drink reduces the character's Will Power by 5 (along with all other percentage characteristics), so it becomes increasingly difficult to resist another drink.

Alignment Change - a dramatic personality change. The character's personality changes radically, so that alignment is affected. Consider the five alignments in a line, running Law-Good-Neutral-Evil-Chaos. Roll a D6:

1-3	Alignment moves one step towards Law
4-6	Alignment moves one step towards Chaos

Note that Lawful characters can only move towards Chaos, and vice-versa. The GM should make sure that the player keeps to the new personality of the character, docking experience points if necessary.

Amnesia - memory loss. Characters cannot remember anything that happened before the disorder took hold. Memory loss is total - they forget their name, life history, and any spells. Skills are not forgotten, but the character will not realise that they are available unless reminded by another character.

To overcome amnesia, characters are allowed to make an Intelligence test once per month - at the GM's discretion, a further test might be made after any traumatic experience, such as a blow on the head. When the test is passed, the character can recall everything except the events which led to the affliction. The character may, if the player wishes, make further monthly Intelligence tests to recall these events, but will gain one insanity point for each failed attempt.

During a period of amnesia, a character is allowed to spend experience points to re-learn forgotten spells. When the memory returns, however, these experience points will have been wasted.

Animosity - unreasoning hatred. The character suffers Animosity against:

01-15	The opposite sex of his/her own race
16-75	A friendly race selected by the gamesmaster
76-80	Characters of friendly races but of a specific current career class (D4: 1=Warrior, 2=Ranger, 3=Rogue, 4=Academic)
81-90	All friendly characters
91-00	A particular person, group or religion, decided by the GM.

See *Standard Tests* for the effects of Animosity.

Anorexia - fear of food. The characters become revolted by the thought of food, and stop eating. When they do eat, they usually do so uncontrollably, excessively and in private. After eating, they will often make themselves ill, out of a feeling of guilt. Anorexia leads to rapid weight loss, and although the characters may become unhealthily thin and wasted, they will still believe themselves to be grotesquely fat. In a game, such characters must pass a Will Power test after eating, or be unable to keep the food down. The result is extremely unpleasant to watch, and, needless to say, a breach of most forms of etiquette. The affliction also takes its toll on the character's health:

After one month the character loses one Wound point.

After two months the character loses a further Wound point and one point of Strength.

After three months the character loses one point of Toughness.

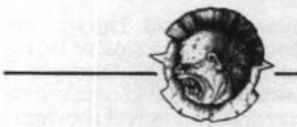
There are no further effects beyond this. Lost characteristic points are recovered within a month of the affliction being cured.

Catatonia - complete withdrawal. Whenever characters with this affliction fail a Fear or Terror test, they automatically go into catatonic withdrawal, regardless of their current insanity point total.

On failing a Fear test, they become robbed of the power of speech for D6 hours, and will not acknowledge the presence of any other creature.

On failing a Terror test, they remain frozen to the spot for D6 hours curled up into a tight ball.

Claustrophobia - fear of confined spaces. The precise definition of a confined space is left to the GM, but generally anywhere with a ceiling less than 7 feet high, any corridor less that 3 feet wide or any room less than 5 feet square will cause the character's Cool to be temporarily halved.



Dementia - general mental enfeeblement. This causes characters to become prone to incoherent mumbling, paranoia and fear. Each time the character takes any kind of psychological test (ie, tests against Leadership, Intelligence, Cool, Will Power or Fellowship), the GM should first impose a Will Power test. If this test is failed, the character does not take the psychological test, but suffers the following temporary effects:

Amnesia (see above)
All percentage characteristics drop to 10
The character becomes *subject to stupidity*
The character begins to babble incoherently, and is unable to stop.

Demented characters may make a Will Power test every 10 minutes or so (based on their reduced score), and revert to normal as soon as the test is passed.

Depression - deep pessimism. Depressed characters refuse to see any good, value or hope in anything. Any attempts to cheer them up are doomed to failure, and they lose 2D6 Fellowship points.

Drug Addiction - deliriant dependency. Addicts become dependant on a *deleriant poison*, and must make a Will Power test every day in order to resist the craving. If the test is failed, they will do everything in their power to obtain the drug, and take it immediately. They must make anot'.er Will Power test once the effects have finished in order to resist taking another dose immediately.

Characters who fail a Will Power test when the drug is not available suffer penalties of 10% to Leadership, Intelligence, Cool, Will Power and Fellowship, until they can take a single dose of the drug. One dose will restore the character's profile to normal during the drug's normal period of effect (see *Recovering from Poisons*). If a second dose is taken during this time, it has no effect on the profile, but the character suffers the normal effects of the drug, as well as running the risk of gaining additional insanity points.

When characters develop an addiction through excessive use of deleriants, the addiction will be to the drug (or one of the drugs) they have been using. Where it is necessary to determine an addiction randomly, use the following chart:

01-20	Adder-root
21-40	Black Lotus
41-60	Madman's Cap
61-80	Night Shade
81-00	Oxleaf

Scotophobia - fear of darkness. In total darkness, the character's Cool is reduced to a quarter of its normal level. In semi-darkness, such as in moonlight and underground by torchlight, it is halved.

Frenzy - loss of control. The character becomes subject to Frenzy (see *Standard Tests*).

Gluttony - excessive eating. These characters develop an insatiable appetite. If they have an opportunity to eat during the course of a game, a Will Power test must be made. If the test is failed, they will eat until there is no food left. In the long term, this can have an effect on the character's profile:

After 1 month	the character gains 1 Wound point, but loses D6 Initiative
After 2 months	the character gains a further Wound point and 1 point of Toughness, but loses another D6 Initiative and 1 point of Movement
After 3 months	the character gains another Wound point and 1 point of Strength, but loses another D6 Initiative and another point of Movement.

There are no further effects beyond this. The profile returns to normal within a month of the affliction being cured.

Hatred - irrational loathing. The character becomes *subject to hatred* against:

01-15	The opposite sex of his/her own race
16-75	A race selected by the gamesmaster
76-80	Characters of friendly races but of a specific current career (D4: 1=Warrior, 2=Ranger, 3=Rogue, 4=Academic)
81-90	A specific type of animal or pet (usually harmless)
91-00	A particular person, group or religion specified by the GM.

The rules for Hatred are covered in *Standard Tests*.

Heroic Idiocy - insensitivity to danger. Characters with this problem ignore the results of any Fear tests. Terror tests should still be taken; the character will never become terrified, but will gain insanity points from failed tests in the normal way.

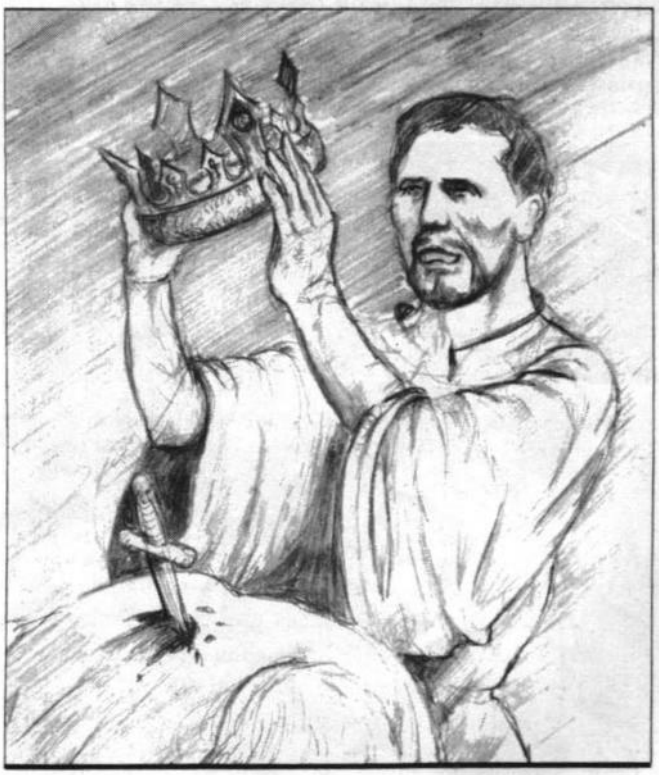
Introversion - self-centredness. Introverted characters lose interest in the outside world. They lose 2D6 Fellowship and must make a Will Power test in order to make any form of communication.

Kleptomania - compulsive stealing. Such characters are filled with an irresistible urge to steal, often regardless of the value or usefulness of the object or the risks involved. Every time they have an opportunity to steal, a Will Power test must be made to resist the temptation. The GM should modify the test according to the circumstances: for example, the test might be made against twice Will Power to resist stealing a bag of nuts from a crowded shop, or against half Will Power to resist stealing a gem from an idol in a deserted temple.

Manic - hyper-tension. Manic characters become tense, wild-eyed and over-active, gaining 2D6 Initiative but losing D6 Fellowship.

Manic Depressive - fluctuating emotions. Characters veer wildly between euphoria and despair. At the start of an adventure, and every 2 to 3 hours thereafter, the player should roll a D6. On a score of 1-3, the character is *manic*, while on a score of 4-6 the character is *subject to depression*. The die should also be rolled every time the character tests against Leadership, Intelligence, Cool, Will Power or Fellowship, whether or not the test is successful.

Megalomania - inflated ego. Megalomaniacs become filled with an inflated sense of their own importance and an insatiable lust for power. They will seek to be the leader of any group, and will go to extreme lengths to gain any position of authority, however mean. They become *subject to animosity* against any character who challenges their authority or refuses to obey without question (see *Standard Tests*).



Pathological Lying - inability to tell the truth. Such characters are quite simply unable to tell the truth, no matter how simple or self-evident; they would even argue that day is dark and night is light. Afflicted characters will lie about everything - this has no effect on their character profile or abilities, but should be role-played as much as possible. The GM should impose experience point penalties against a pathological liar who tells the truth, regardless of the circumstances.

Phobia - irrational fear. These characters become *subject to fear* against:

01-15	The opposite sex of his/her own race
16-75	A race selected by the gamesmaster
76-80	Characters of friendly races but of a specific current career (D4: 1=Warrior, 2=Ranger, 3=Rogue, 4=Academic)
81-90	A specific type of animal, pet or plant (usually harmless)
91-00	Characters using a specific type of weapon - often gunpowder weapons.

See *Standard Tests* for the effects of Fear.

Schizophrenia - split personality. This illness is characterised by unsocial behaviour, introversion and loss of interest in the outside world. In game terms, it manifests itself as a constantly-changing disorder of a type covered elsewhere in this section. At the start of an adventure, and every 2 to 3 hours thereafter, the player should roll a D100 and consult the following chart:

01-60	No effect
61-65	Temporary Amnesia
66-70	Depression
71-75	Heroic Idiocy
76-80	Introversion
81-85	Kleptomania
86-90	Manic
91-95	Megalomania
96-00	Pathological Lying

The dice should also be rolled every time the character tests against Leadership, Intelligence, Cool, Will Power or Fellowship, whether or not the test is successful.

Minor Disorders. These can be regarded as the side-effects of mental trauma. They have a less serious effect on the character than the disorders described above. Where it is not possible to choose a minor disorder, roll a D100:

01-09	**Absent-Mindedness**. These characters lose concentration quickly, and can never remember where things are. They may move *or* take up during a round (see *The Order Within the Round* in the **Combat Section**) but may never do both.
10-18	**Allergy**. Such characters are allergic to some substance, eg, a particular food, animal hair or dust. The nature of the allergic reaction will vary accordingly, ranging from a rash to uncontrollable sneezing or being violently ill. Dwarfs never suffer from allergies; if the dice indicate that a Dwarf character has an allergy, roll again for another minor disorder.
19-27	**Biting Fingernails**. This disorder is self-explanatory. It is not harmful, although it may offend some characters.
28-36	**Headaches**. These characters suffer from blinding headaches which start immediately after any tests against Leadership, Intelligence, Cool, Will Power or Fellowship, whether or not the test is successful. The headaches last for D100 game turns, during which time all percentage characteristics are reduced by 5 points.
37-45	**Narcissism**. Characters who develop this unhealthy fascination with their own image must test against Will Power every time they pass a mirror or other reflecting surface. If the test is failed, they stop immediately, lost in rapt contemplation of their reflection. They may make another Will Power test every round in order to tear themselves away.
46-54	**Nightmares**. These characters suffer from recurring nightmares, usually of the trauma that caused the disorder. They thrash about and cry out in their sleep, but have no recollection of the dreams when awoken. This does not directly harm the character, but may be irritating to others.
55-63	**Shaking**. These characters suffer from uncontrollable trembling, which reduces their Ballistic Skill and Dexterity by 5 points each.
64-72	**Skin Complaint**. If a character breaks out in a nervous rash, roll on the *Hit Location Chart* of the character sheet to determine where the rash is. The rash is uncomfortable but not harmful, although a rash on the face will reduce the character's Fellowship by D6 points.
73-81	**Stammer**. Characters with a stammer suffer a penalty of 5 points to all Fellowship tests, and may not use Public Speaking or Blather skills.
82-90	**Talking to Self**. These characters are constantly talking to themselves in a low mumble which is impossible for other characters to make out, but which is irritating and impossible to ignore. They must pass a Will Power test in order to stop muttering for D10 game turns, and may not use Silent Move or Concealment skills while muttering.
91-00	**Talking in Sleep**. These characters talk in their sleep, either carrying on a one-sided conversation or giving some sort of running commentary. This is usually connected with the events that led up to the disorder.

•CURING DISORDERS•

If the science of medicine is in its infancy in the Old World, psychotherapy is even more primitive. The options open to a character requiring treatment for Insanity are severely limited, usually painful and often dangerous.

Asylums: The common reaction to characters of questionable sanity is either to let them wander the streets with beggars and the other dregs of society, or to 'put them away' in an asylum. Since asylum owners charge a fee for their services, this latter option is generally only available to the more well-to-do, who pay handsomely to avoid the embarrassment of having a member of the family wandering about as a known lunatic. Asylums are little better than dungeons: patients recieve no treatment, and are often subject to abuse by staff and other inmates. A spell in an asylum can often result in the patient's condition deteriorating, as their purpose is to keep lunatics confined rather than to cure them.

Surgery: A surgical approach can occasionally produce results, but in many cases the treatment is worse than the affliction. The generally accepted surgical treatments for personality disorders are the removal of a portion of the skull to relieve pressure on the brain, or the application of red-hot irons to the head. A surgeon will generally agree to administer one of these cures, on two conditions. Firstly, a fee of at least 50 GCs must be paid in advance (although the amount may be reduced by bargaining - see *Standard Tests*), and secondly, the patient, or someone who has legal responsibility for the patient, must sign a document exempting the surgeon from all legal liability resulting from the treatment going wrong. This done, the GM should test against the surgeon's Intelligence, and consult the following chart:

Success by	**Result**
21+ points	The character is cured of one disorder
11-20 points	The character may test against Will Power to lose a disorder
up to 10 points	The surgery does neither harm nor good

Failure by	
up to 10 points	The surgery does neither harm nor good
11-20 points	The character loses D10 Intelligence
21-30 points	As above; the character gains D6 insanity points
31+ points	Disaster; the character must take a Risk test. If the test is failed, the patient dies as a result of the treatment. If the test is passed, the patient loses D3 x 10 points from all percentage characteristics.

Each attempt at surgical treatment will cause D3 Wounds; in addition, each application of hot irons will reduce the character's Fellowship by D6 points owing to scarring. Optionally, the GM may rule that the character's Fellowship is *increased* by this amount when dealing with races who respect scars, such as Orcs and Hobgoblins.

Drug Treatment: This is the least painful option open to characters suffering from personality disorders. A physician, herbalist or pharmacist will supply the character with drugs for a fee of 10 GCs per week, which may be reduced by bargaining (see *Standard Tests*). The drugs are supplied in batches, each batch containing the doseage for a week, and the character must take one dose per day. The GM should test the Intelligence of the character preparing each batch, and consult the following table:

Success by	**Result**
21+ points	Each dose of the drug will suppress one disorder completely for a period of one day
11-20 points	Each dose of the drug will suppress one disorder completely for a period of one day, provided the character makes a successful Will Power test on taking each dose
up to 10 points	The treatment does neither harm nor good; optionally, the character may receive a 5% bonus to all Will Power tests, believing that the drugs are having some effect

Failure by	**Result**
up to 10 points	The treatment does neither harm nor good;
11-20 points	The treatment has no effect on the disorder; additionally, the character must make a successful Will Power test on taking each dose or gain 1 insanity point
21-30 points	As above, but the character gains D6 insanity points if the Will Power test is failed
31+ points	Disaster; the character must take a Risk test. If the test is failed, the patient dies as a result of the treatment. If the test is passed, the patient loses D3 x 10 points from all percentage characteristics

If another disorder is brought on by unsuccesful drug treatment, it will usually be an addiction to the drug used in the treatment.

Magical and Mystical Cures: Characters may try to seek out magical cures for disorders. Any character with Manufacture Potions skill may be able to produce a potion which will suppress the disorder. The manufacturer of the potion must make an Intelligence test, consulting the chart for drug treatment above. The GM should note that each potion lasts for a month rather than a day, and will cost at least 100 GCs (subject to bargaining).

At the GM's option, Faith Healers may be able to cure disorders, making a Will Power test and consulting the chart for drug treatment above.

•ALIGNMENT•

Character alignment has been mentioned briefly in the **Players Section**, but requires expanding here.

In the rules governing character generation, it is stated that characters must take the most common alignment for their race - Good for Elves, and Neutral for everyone else. This is easier for players who are less experienced, since it gives them one less thing to worry about, but as players become more experienced the gamesmaster may permit characters to take any of the alignments permitted for their race, according to the following chart:

	Alignment				
Race	**Law**	**Good**	**Neutral**	**Evil**	**Chaos**
Human	Yes	Yes	Yes	Yes	Yes
Elf	Yes	Yes	No	No	No
Dwarf	Yes	Yes	Yes	Yes	Yes
Halfling	No	No	Yes	No	No

As well as race, the character's career should be taken into account when deciding alignment. For example, a Watchman is quite likely to be Lawful, while an Anarchist will probably have Law and all its minions, and a Jailer or Torturer is not likely to be Good - although they may be Lawful. Even so, the GM should never be dictatorial if a player particularly wants a character to have an alignment even if it does not seem compatible with his/her basic career; after all, there will be characters who have decided to turn to adventuring because they were temperamentally unsuited to their original profession.

You should always encourage your players to make their characters behave according to their alignment, reducing experience point awards to those who do not. More experience points should be given to the players who behave in a way especially appropriate to their alignment.

Alignment and religious disposition are very closely associated. Gods also have alignments, and characters may only worship gods of their own alignment.

The basic tenets of the five alignments are summarised below. These are only guidelines, and are always subject to interpretation by the GM.

•LAW•

Lawful characters see themselves and everything around them as part of a very definite and rigid cosmic order. In the ideal Lawful universe there would be no ageing, no decay and no death - everything would exist in a state of harmonious perfection or stasis. Decay, death and all forms of disorder are created by the forces of anti-law, or Chaos. Consequently Law and Chaos are in constant opposition.

For	**Against**
Orderly civilisation	Disorder and anarchy
Rigid social hierarchy	Lying, cheating, crime and all dishonourable deeds
Structure and permanence	Chaotic creatures and undead

•GOOD•

Good characters are concerned with natural well-being. They believe in social hierarchy, responsibility, helping others, and settling all conflict by peaceful means if possible. Good characters are opposed to all destruction, suffering and cruelty. Unlike Lawful characters, who will often pursue an evil-doer to the bitter end, Good characters can be forgiving.

For	**Against**
Natural order, peace and beauty	Unnecessary cruelty
Duty and hard work	Unprovoked or excessive violence
Learning	Crime and dishonesty

•NEUTRAL•

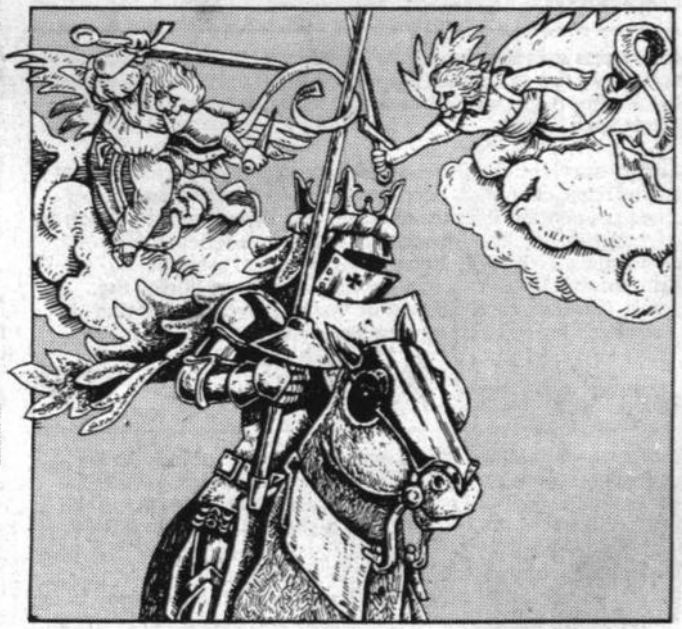
Most players prefer to play Neutral characters, since they have no strong principles except a profound belief in their own best interests. Neutral characters are not particularly concerned with order and duty, except where these can work to their advantage; likewise they have no real commitment to change and renewal, except where it may help or hinder them. They are wary of extremes in anything. Neutral characters are aware of the traps and follies of the world, but they are more interested in getting by from day to day than in changing or preserving anything.

For	**Against**
Financial and material gain	Extremes of violence or cruelty
Self-preservation	Bigotry, racism, small-mindedness, extreme politics or religion.
Personal freedom	Bureaucracy, taxation and governmental interference.

•EVIL•

Evil characters enjoy causing harm and pain. They are entirely ruthless, and prepared to kill even their friends and comrades if they stand to gain by doing so. Law and order mean nothing to them, unless they can use them to dominate others. Evil characters are often bitter, quick-tempered and resentful of others.

For	**Against**
Avarice and materialism	Anything that gets in their way
Crime and immorality	Law, society, etc
Self-glorification	Sociable behaviour
Violence	



•CHAOS•

Chaotics stand for change; they believe that stability leads to stagnation, so that endless destruction and renewal is the only way to progress. They see all forms of social behaviour, natural order and physical permanence as a barrier both to themselves and to the Chaos Gods. Chaotics are utterly unpredictable, and they are often mentally unbalanced or psychotic. A Chaotic character can veer wildly between extremes of behaviour, sometimes even appearing to be Lawful or Good for a little while.

For	Against
Anarchy and violent change	Permanence and tradition
Impulsive behaviour	Responsibility and duty
Death and destruction	Government and social organisations

•CHANGING ALIGNMENT•

Characters can change alignment as a result of mental trauma as reflected by Insanity Points (see *Insanity*).

It is also possible for characters to change alignment voluntarily. To do this, players must convince the GM that their characters have genuinely and sincerely changed their philosophy and outlook on life. The player must be able to tell the GM *why* the character has changed, and must then play to the new alignment - possibly losing experience points as a result - until the GM is satisfied that the alignment change is genuine and the character means to stick to it.

Characters can only change their alignment by 1 step at a time - Neutral to Good, Good to Law, and so on. Characters may never change to an alignment which is not open to their race.

Characters' alignment can also be changed by the GM. If you feel a character is persistently playing to a different alignment, you must tell the player you intend enforcing a change. The player has no say in the matter when this happens, apart from changing the way in which the character is played to try to get back to the original alignment.

•CHARACTER ADVANCEMENT AND EXPERIENCE•

Characters start the game with fairly low characteristic scores and only a few skills and trappings. Even if they are able to cast spells, they begin with a low magic level, and usually only a single spell.

As they survive adventures, defeat monsters and perform other daring feats, characters become more experienced, and better able to cope with the various unnerving situations into which an adventuring life can throw them. In order to reflect this, characters are awarded *Experience Points* (EPs) by the gamesmaster according to what they have done during the game. These are then "cashed in" for improvements in the character's profile, and for new skills and spells.

•EXPERIENCE POINTS•

It is up to you, as the GM, to award experience points. As a general rule of thumb, experience points should be awarded at the end of a gaming session, but can always be given out at the beginning of the next if it is late at night and everyone is tired.

Experience points are awarded for:

1. Achieving Objectives as determined by the scenario
2. Role-playing according to alignment, profile, and career

•ACHIEVING OBJECTIVES•

Objectives are set by the gamesmaster and reflect the general course of the adventure. Objectives may be either major or minor, depending on how long the scenario will take to complete.

Major objectives are the main aim of an adventure; they are what the scenario is all about and provide a definite endpoint.

Major objectives include such things as:

- foiling a sinister plot to overthrow a town's council
- uncovering the leaders of a secret Chaos cult
- removing the effects of an evil curse
- carrying important information through monster or enemy held territory
- eradicating a force of raiding goblins
- solving a murder mystery.

The number of experience points attached to a major objective depends on how long it will take the players to achieve it and how difficult it is to achieve, but as a general guideline between 100 and 200 points should be awarded to each player (see *Rate of Advance* below).

Minor objectives are simply those parts of the scenario which the adventurers must complete in order to progress further. Generally, they provide a small number of experience points to the players and are useful for breaking up long adventures, where the major objective may only be gained after a number of gaming sessions. Minor objectives can be worth from 10 to 50 points, but should not exceed 30 unless the major objective cannot be acheived for several sessions.

Minor objectives include such things as:

- following a trail of clues to the next town
- searching around a town's taverns to find a guide
- bribing a guard to gain entry to a warehouse, castle etc
- killing or otherwise overcoming a monster which is preventing the adventurers from progressing further.

•GOOD ROLEPLAYING•

These points are awarded to players on an individual basis and reflect how well they portrayed their character. Was the character played in an entertaining fashion according to alignment and career? There will be times when it is obvious that players are running their characters simply as extensions of their own personality, and this need not be a bad thing, but the gamesmaster must decide whether the character's career, alignment and background mean that he or she really should be different. Give each player a rating (this is probably something you should keep to yourself), along the lines of Bad, Poor, Average, Good or Excellent, and award 0-50 EPs as a recognition of the way the character has been 'brought to life'.

When allocating experience points for role-playing, you should bear in mind the player's own conception of the character. For example, a player may have decided that his dwarf is taciturn and consequently have very little to say during role-playing encounters, but become very active during more action-orientated situations.

Generally, each player should receive 30 Experience Points per session for roleplaying, with some players gaining more and some less depending on the circumstances. Only those players who have impressed and amused you with their roleplaying should gain the maximum reward; conversely only those who have added nothing whatsoever to sessions should receive none. You should avoid encouraging competition amongst the players - don't always award the largest amounts to the player with the biggest mouth!

•RATE OF ADVANCE•

In a single evening's play, characters can expect to earn between 100 and 300 EPs. Some may earn more, and sometimes you may not be sure whether you are being too generous.

Characters earning more than 150 points from a single session are doing very well. Any characters earning 300 points or more are almost certainly doing *too* well, and you should consider being less generous in giving EPs.

In one session of play, the maximum number of EPs a character can earn should be enough to reach the end of the current advance scheme, plus the 100 points necessary to change careers (see *Spending Experience Points* below). This is the absolute limit, and characters are not allowed to change careers during a session of play. Also, be aware of the amount of game time that has passed since last you handed out EPs. OK, so maybe the characters haven't achieved very much, but there has still been a period of several game months during which they might have been studying or training. On the other hand, after a game in which the characters have slaughtered the chaotic hosts of goblin-dom in ten rounds, its more likely that they wouldn't have learned much from the adventure (other than what wimps goblins are...).

In short, as far as the rate of PC advancement goes, some players like to progress faster than others, and as long as you feel that the "level" of the character reflects in some way the standard of the player, rapid progression is fine. However, the player ought to improve in parallel with the PC, and the progression is almost certainly too fast if the player cannot cope with the new abilities of his/her character because they are coming faster than they can be assimilated them. Bear in mind that other players prefer things to be as realistic as possible, and get bored if they feel that their character will advance no matter what he or she does.

As well as bearing in mind how the player will feel, you ought to have some awareness of the long-term needs of the campaign as well. If you are allowing players to improve their characters very rapidly, then your future adventures will have to take this into account.

Remember: RPGs are meant to be fun. It is in the nature of the game that PCs should improve over time (unless, of course, the player is being completely stupid, or not contributing anything to the sessions).

However, there are *no* hard and fast rules as to how quickly characters should advance. Awards should therefore depend on i) the rate of PC advancement best suited to your group of players (bearing in mind that too slow is as bad as too fast); and ii) the level of challenge offered to the PCs by the scenario.

In other words, you must judge the challenge presented by the scenario. If it was a lot tougher than you expected or intended, then no-one should end up with the minimum award (and 0 EPs should only ever be awarded for really bad play). If, on the other hand, the players breezed through the adventure, then no one should get the maximum award either.

A more vexatious problem is that of "setting goals" for the PCs. In order to design exciting adventures, you need to be able to balance your games so that they are a suitable challenge for the PCs. The trick is to avoid designing adventures that are either death-traps, or walk-overs. But how? In the long term there is nothing better than experience. The simplest solution, if you don't feel confident about getting the balance right, is to use one of the ready-to-play campaign scenarios published by Hogshead Publishing. However, there are a few tell-tale signs to watch out for which can at least tell you when things are not right.

Adventures are too easy if the players are getting complacent; if they don't feel they need bother to plan their approach; if they are not making full use of their characters' abilities; if they walk through combats without a scratch; if they defeat "major villains" without anyone suffering even a minor wound.

Adventures are too tough if the players are constantly defeatist in attitude; if, in spite of their best efforts, careful planning and intelligent play, they are still not making much progress; if characters are dying with unfailing regularity.

Of course, Death is the occupational hazard of the adventurer, and sooner or later it comes to us all. Still, these things need to be kept in perspective and players would rather be heroes than lowlives - if you keep killing the PCs, eventually you are going to run out of players. So, do *not* let the dice dictate things too much - you can let the players think that everything is in the laps of the gods, but when the players have done just about everything right, having a freak die roll kill a character is a bit harsh to say the least. Similarly, when a player has his or her character act in a heroic fashion ***because it is in the nature of that character to do so***, don't be afraid to leave them an escape from the jaws of death - this is, after all, the stuff of which heroic fantasy is made.

•SPENDING EXPERIENCE POINTS•

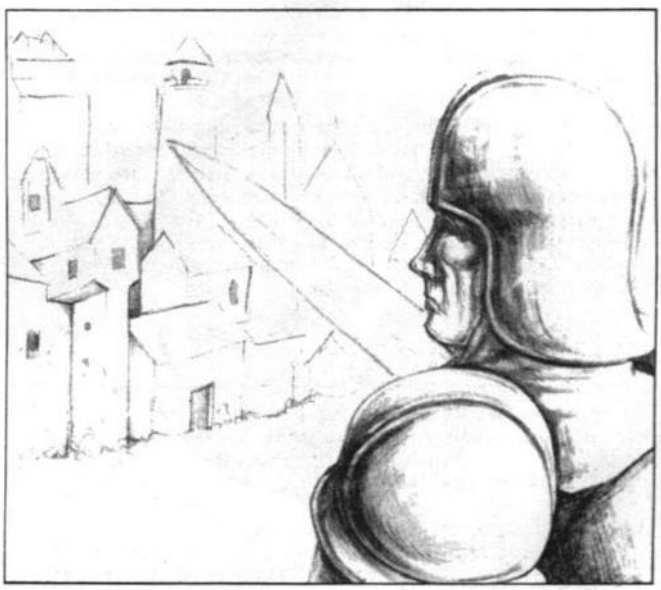
Experience points are used to buy new skills and increased characteristic scores, reflecting the fact that the character is learning and improving through experience.

•INCREASING CHARACTERISTICS•

As part of the career description of the character, the player is given an *Advance Scheme*. The scheme should be noted down on the player's record chart.

The scheme indicates the characteristics which the character is allowed to develop while within that career. Each 'advance' is always +1 or +10 points onto one of the characteristics indicated. The maximum number of advances that can be obtained for each characteristic are given on the scheme as +1, +2, +10, +20, etc.

An advance is always made in respect of the starter profile. So, a character with a WS of 30 on his starter profile, can advance +10 to 40, +20 to 50 and so on. If the advance scheme of a character's second or later career includes advances that the character has already made, those advances are ignored. So, if the character's starter profile showed WS 30, and the first career had included an advance that took the WS score to 40, a second or subsequent career that included a WS advance of +10 would be ignored, while only one advance would need to be purchased from a career profile that had a +20 advance.



Before the first adventure each character is given one *free* advance on any one of the characteristics indicated by the scheme. Apart from the free advance, advances can only be obtained as a result of expending experience points (EPs).

•BUYING ADVANCEMENTS•

Characters with 100 EPs can trade them in for an advance in one of the appropriate characteristics. This rise will be 10 points for a percentage characteristic (ie, WS, BS, I, Dex, Ld, Int, Cl, WP, Fel), and one point for any other (ie, S, T, W, A).

Once characters have made all of the rises available on their current advance scheme, they will not be able to increase characteristic scores further until they go onto another career.

Once an advance has been taken from the scheme, it is best to place a tick in the appropriate characteristic box. One tick is used to indicate that one advance has been taken. You will need to keep a permanent record of how many advances characters have ever taken in their careers, so it is best to use pen for the ticks rather than pencil.

•CHANGING CAREERS•

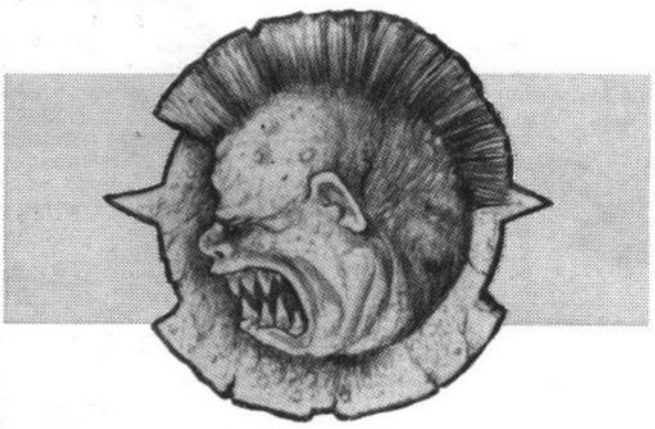
Characters may spend experience points in order to move to another career. The basic options are as follows:

1. The player may choose any of the careers listed under the *Career Exits* heading in the description of his character's current career. This costs 100 EP.

2. The player may choose any of the basic careers shown on the *Career Chart* for his character's career class. So for example, a burglar may choose any one of the basic rogue classes, such as agitator, cut-throat, pick-pocket, etc. This costs 100 EP.

3. A character can choose a basic career from another class. This costs 200 EP.

Characters may normally change careers at any time, provided they have the 100 EP to do so. In some cases, however, it is necessary for characters to have taken every advance and skill available from one career in order to progress to another. For example, wizards' apprentices must complete their advance scheme before becoming a wizard, level 1; artisans must complete their advance scheme before becoming master artisans; and so on. This is stated in the career descriptions where necessary, and is largely just a matter of common sense.



The GM can always refuse to sanction a new career. If you think the player has not had the opportunity to learn the new skills the character could acquire, then you must refuse the request. You could devise a special game which incorporates features of the new career, but this option is recommended only for more experienced GMs and players. If you like, you could insist that characters have both the time and the money to undertake training for new careers and that they are able to locate the correct teachers for their new path.

•NEW SKILLS•

The new career's description will include a range of skills. Unlike those associated with the first career, the character does not gain these skills automatically - they must be acquired in the same way as characteristic advances, at the cost of 100 EPs each. New skills are noted down alongside the original ones. The original skills are *not* lost.

•NEW ADVANCE SCHEME•

The new advance scheme will present the player with new characteristic levels to develop. The new scheme is *not* cummulative with the old one, the old one becoming redundant as soon as the career change is made. As outlined above, characters who have already developed a characteristic to +1/+10 under one scheme cannot develop it further under any +1/+10 scheme shown on a new career; they need a +2/+20 or +3/+30 scheme. Write out the new scheme on your record sheet in place of the old one.

•OLD CAREER ABILITIES•

As characters change careers, they do not lose any of their previous career abilities. Characters who were once wizards, for example, will always be wizards, no matter what other careers they pursue. It is important to keep a record of past careers for this reason.

•BREAKING CAREERS•

A sequence of careers is called a career path. Some career paths are totally linear - for example, the only way of becoming a level 4 wizard is to develop the character through an apprenticeship, and then level 1,2 and 3 careers.

It is possible to interrupt a linear career path and then return to it later; a level 1 wizard, for example, could always choose to begin a career as a level 2 wizard, even after pursuing a career as a rustler, thief and mercenary in the meantime.

Characters who have filled their current scheme, but are short of the EPs needed to return to an old path are, in a sense, 'between careers', slowly relearning old ways.

•MOVING INTO NO-SCHEME CAREERS•

Sometimes, characters will be able to move onto careers whose advance scheme can offer no additional characteristic bonuses and no additional skills, but which have a *career exit* which they wish to follow. Characters can move into one of these careers in the normal way, build up 100 EPs in order to move on, and do so.

•CREATING EXPERIENCED CHARACTERS•

Characters will pass through many different careers during the course of their adventuring careers, and may be referred to as 2-career characters, 3-career characters, etc. Sometimes, the

gamesmaster may wish to generate experienced characters who have already had more than one career. To do this, generate the characters in the normal way, but simply assume that the characters progress through each career in turn, filling their schemes as appropriate, gaining new skills and trappings as they go along.

You can then give the characters any money and additional items as you see fit.

•RACE AND ALIGNMENT RESTRICTIONS•

Not all careers are available to all creatures, or to characters of certain alignments - most Lawful characters, for example, are unlikely to be Rogues. The gamesmaster should encourage players to ensure that their characters' careers are reasonably compatible with their race and alignment, imposing restrictions only when players refuse to co-operate. The *Career Charts* for basic careers reflect this to a certain extent, but these restrictions apply equally to characters changing career.

•NON-CAREER SKILLS•

Skills are normally gained by changing careers, but characters can also expend EPs to buy skills which are not included in their current career. This is the only way for some characters to gain certain skills, especially Specialist Weapon skills. It is more difficult for a character to acquire a skill which is not career-related, but it is not impossible.

Only one skill may be learned at a time. Skills are not available just for the asking, and players must explain how their characters are going to set about acquiring the skill.

For many skills this is simply a question of practice, although it may involve expense in buying equipment. To gain the Specialist Weapon skill for pistols, for example, a character will have to obtain a pistol, powder and shot.

In other cases the character will have to find a teacher (in order to learn to read or write for example, or to speak a new language). If books or special instruction will be required to learn the skill, the player will have to find a way of obtaining them, possibly involving more expense.

Many skills, such as Night Vision, are natural abilities that would be difficult to actually learn. But, it is just possible that the character has latent abilities of this kind, and they need bringing out by exercise and practice. The character will have to devise a pattern of exercise or diet which, again, may prove expensive.

Skills which affect the character's profile, such as Fleet Footed, Very Strong and Very Resilient, cannot be learned and may only be acquired by following a suitable basic career.

Once it has been established that the character is learning the skill, the player may attempt to actually obtain it. This may be attempted once per game week, in between adventures. The character must first pay 100 EPs, and the player must then test against the character's Intelligence. A successful test indicates that the skill has been successfully learned and can be added onto the character's record sheet. A failure indicates that the character hasn't learned the skill, and the 100 EPs are wasted; the character may continue trying to obtain the skill at a later date, if desired.

•EXPERIENCE FOR SPELLS•

Characters with the Cast Spells skill may learn spells appropriate for their level and career. This is described in detail in the **Magic section**.

•COMPLETING BASIC CAREERS•

The Basic Career generated for a player character at the beginning of play was that characters's *initial career*, that which the character followed before taking up a life of adventuring. By filling all the advances on the career advance profile, the character can complete that career; that is to say, the character can reach a point where any longer association with that career is no longer profitable.

Once all the advances in a career have been taken, the character can be considered to have completed the career, and may then select any of the career exits (see *Changing Careers* - above). This new career may be an Advanced Career, or another from the list of Basic Careers, and it will work in much the same way in game terms. However, since the character is now an adventurer, it cannot work in quite the same way in terms of the character's activities. After the first, initial career, each career - Basic or Advanced - that the character follows may be thought of as an *adventuring career.*

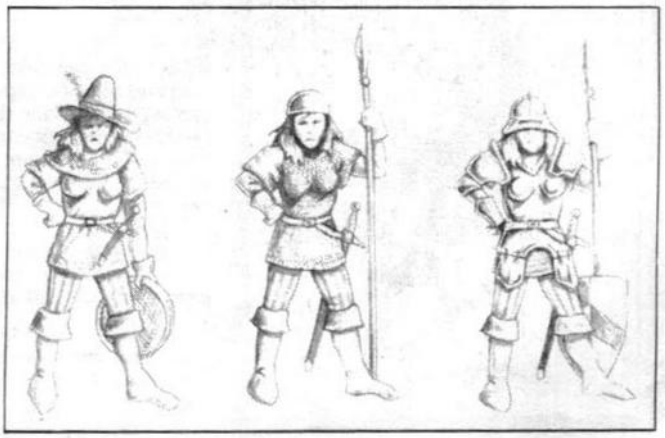
•ADVENTURING CAREERS•

The following is an example of careers in action. Ingrid is a character created as a Prospector. This initial career, then, is the one she leaves behind as she embarks on her career as an adventurer. While adventuring, there may be times when she still spends time looking for precious metals in the wildlands of the Old World, but mostly she will be self-employed, and engaged in fighting the Incursions of Chaos, and - hopefully - leading an exciting and profitable life at the same time.

The Prospector career has 8 advances. At any stage, however, Ingrid has the option to move onto a second career. Looking through the career exits, her player decides Ingrid will become a Scout. This Advanced Career fits in very well with her adventuring life-style; it is not something she needs to do all the time, but she can 'fill in' between adventures. She seeks out someone who can begin her training as a Scout, and looks out for the Trappings she will require. There are 12 advances on her new career profile that she has not taken as a Prospector, so this job will occupy her for some time. As soon as she has bought or found her trappings, and started to advertise her services, she can be considered a true Scout.

Later, Ingrid becomes a Mercenary. This Basic Career allows her no advances she has not already taken, though it does open some additional skills for her to purchase. However, from here she can become a Mercenary Sergeant, then a Mercenary Captain. Each time she will seek out her new trappings, look for work in her new role, and start filling the additional advances the job confers.

When a character finishes a career, and the player announces that the character wishes to commence a new one, the gamesmaster must decide whether all the appropriate exits are available, given the circumstances of the campaign at that time.



Only very rarely will one of the Basic Careers not be attainable as an adventuring career; the GM may require players to make Employment tests for certain careers, such as Game Keepers, where there would be an employer. Advanced Careers are mostly free-lance, or self-employed professions, and so here the GM must decide whether there is any call for that kind of work. The career descriptions will help the decision.

Characters do not have to leave their old career as soon as they have finished the advances; they may buy additional skills with their Experience Points, or save them up.

NPCs may hold Advanced Careers, and have been through many careers in the same way as player characters. In the Old World, few have this much ambition, and many stay as Fishermen, Boat-Builders or Beggars for their whole lives....

•ADVANCED CAREERS•

Certain careers are not open to the broad mass of Old Worlders, and imply a free-wheeling, adventuring lifestyle. These Advanced careers are not available to newly created player characters, but must be attained through completing a Basic Career.

Certain Advanced Careers do not have career exits. Players wishing their characters to advance from these careers should start their characters through new Basic Careers, as described in *Changing Careers*.

•LIST OF ADVANCED CAREERS•

1. Alchemist
2. Artillerist
3. Artisan
4. Assassin
5. Charlatan
6. Cleric
7. Counterfeiter
8. Demagogue
9. Druidic Priest
10. Duellist
11. Explorer
12. Fence
13. Forger
14. Freelance
15. Giant Slayer
16. Gunner
17. Highwayman
18. Judicial Champion
19. Lawyer
20. Mercenary
21. Merchant
22. Navigator
23. Outlaw Chief
24. Physician
25. Racketeer
26. Sapper
27. Scholar
28. Scout
29. Sea Captain
30. Slaver
31. Spy
32. Targeteer
33. Templar
34. Torturer
35. Witch-hunter
36. Wizard
    - Demonologist
    - Elementalist
    - Illusionist
    - Necromancer

•ALCHEMIST•

Alchemists study the branch of magic or science which deals with matter and its properties. They are experts at preparing chemical compounds and recognising mineral ores. Alchemists may be of great assistance to any metal-worker, and are able to prepare explosives for gunpowder weapons - provided the character has acquired the Chemistry skill.

Many Alchemists, however, consider it beneath them to use their skills for such worldly matters, and devote themselves to acquiring knowledge. Research into how to turn base substances into gold is an especially popular field of research, but one which has proved fruitless to date.

Alchemists are also able to use magic, although their spellcasting ability is less than that of a Wizard of the same level.

Would-be Alchemists must first complete the Basic Career of Alchemist's Apprentice - taking all advances and available skills. Further details regarding Alchemists, including advance schemes and skills, are covered in the **Magic Section**.

•ARTILLERIST•

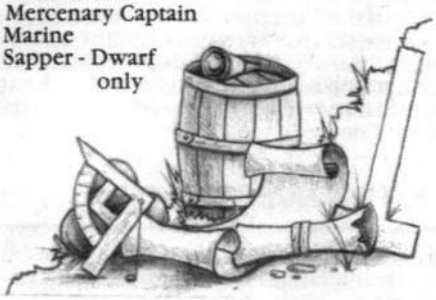
Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+20	+1	+1	+2	+20		+10	+10	+20	+10	+10	

The Artillerist is a military specialist who deals with the construction, transportation and use of catapults. Both bolt throwers and stone throwers are covered by this career, but cannon and bombards are not - see *Gunner*. The Artillerist will be the captain of a catapult crew, directing the crewmen (who will be ordinary soldiers or militia) as they load and fire the machine. Artillerists can direct the operation of one catapult for each 10 points of their Initiative score.

Skills
Specialist Weapon - Bolt Thrower
Specialist Weapon - Stone Thrower
Carpentry
Engineer

Trappings
Artillerists' charts and tables

Career Options
Gunner
Mercenary Captain
Marine
Sapper - Dwarf only



•ARTISAN•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
			+1	+1	+2	+20		+20	+10		+10	+10	+10

The Artisan is a skilled craftsman, manufacturing some of the countless requirements of civilised life. The chart below lists some of the more common types of Artisan, but is not exhaustive. Some towns or regions may specialise in a particular craft, while others may have a type of Artisan or a variety of a craft which is unique and not found elsewhere. In the Old World, the Artisan must serve a long apprenticeship before becoming fully skilled at his craft, and the services of a skilled craftsman are respected and valued. The bulk of Artisans are found in towns, where there is a sufficient demand to keep them in full-time work. Artisans are always members of the Guild appropriate to their trade.

Skills
Drive Cart
Magical Sense
Scroll Lore
Secret Language - Guilder
Secret Signs - Artisan

Trades
In addition to the skills listed above, artisans will have specialist skills relating to their craft, as shown in the following chart. A column of D100 rolls has been included to allow random determination of a trade for NPC Artisans and Artisans' Apprentices (see *Basic Careers*).

D100 roll	Artisan	Skills	Career Exits
01-05	Armourer	Metallurgy Smithing	Soldier
06-10	Blacksmith	Smithing	
11-15	Brewer	Brewing	
16-20	Builder	Carpentry	Engineer (Dwarfs only)
21-25	Calligrapher	Art	Explorer Forger
26-30	Carpenter	Carpentry	
31-35	Cartwright	Carpentry	
36-40	Chandler		
41-45	Cobbler	Tailor	
46-50	Cooper	Carpentry	
51-55	Engraver	Art	Counterfeiter Forger
56-60	Glass Maker	Chemistry	
61-65	Jeweller	Gem Cutting	Merchant
66-70	Potter	Art Chemistry	
71-75	Printer		Demagogue
76-80	Shipwright	Carpentry Boat Building	
81-85	Stonemason	Stoneworking	Engineer (Dwarfs only)
86-90	Tailor	Tailor	
91-95	Tanner	Chemistry	
96-00	Other - invent a trade or choose from table		

Trappings
Tools - according to trade
5D6 Gold Crowns

Career Exits
See Below

•ASSASSIN•

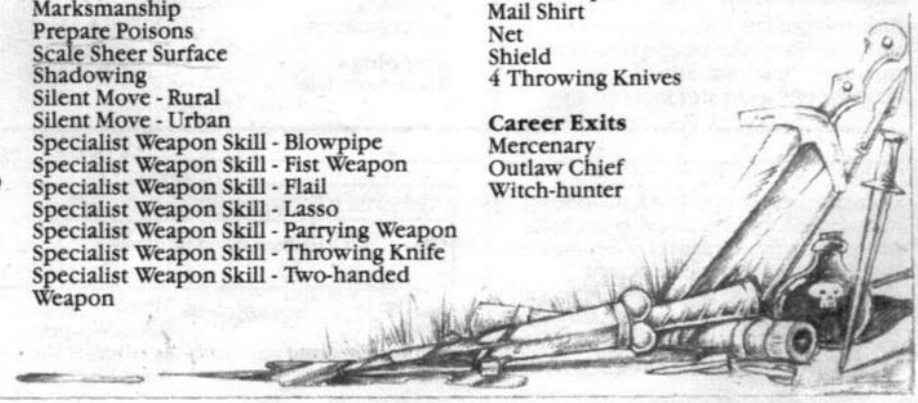
Assassins are hired killers, thorough professionals who are expert fighters. They are expert in the use of a wide variety of weapons, and are trained to a far higher level than most Warriors. Footpads and other petty killers. They are also skilled in the use of poisons and the construction of traps. These skills are for hire to the highest bidder, and it is not unknown for Assassins to be employed by two warring factions to assassinate the leaders of both sides. In the Old World the Assassin is one of the most potent tools in the armouries of warring families, governments and religious bodies.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+30	+30	+1	+1	+6	+30	+3	+30	+20	+20	+20	+20	+20

Skills
Concealment - Rural
Concealment - Urban
Disguise
Marksmanship
Prepare Poisons
Scale Sheer Surface
Shadowing
Silent Move - Rural
Silent Move - Urban
Specialist Weapon Skill - Blowpipe
Specialist Weapon Skill - Fist Weapon
Specialist Weapon Skill - Flail
Specialist Weapon Skill - Lasso
Specialist Weapon Skill - Parrying Weapon
Specialist Weapon Skill - Throwing Knife
Specialist Weapon Skill - Two-handed Weapon

Trappings
Garrotte
Grappling hook and 10 yards of rope
Hand Weapon
Mail Shirt
Net
Shield
4 Throwing Knives

Career Exits
Mercenary
Outlaw Chief
Witch-hunter



•CHARLATAN•

The Charlatan is a trickster; a cunning liar with the ability to convince people of almost anything. People who really ought to know better can find themselves believing that bottles contain a new wonder-medicine that will cure all their ills, or that for a small fee their homes will be free of rats and bugs for good.

Needless to say, the Charlatan relies upon a glib tongue and natural charm, but the ability to size up an audience - to assess their credulity and anticipate what they will want to hear - is a Charalatan's most vital skill.

Charlatans frequently rely on disguise - not to conceal their true appearance, but to present the kind of 'front' an audience will find acceptable. Thus, a Charlatan might don the robes of a physician to sell miracle cures, or present the appearance of an Artisan, Alchemist or Wizard in order to lend dubious merchandise an air of authenticity.

While many Charlatans make a living working audiences and selling large quantities of fairly low-cost items, some specialise in selling bridges and other monuments.

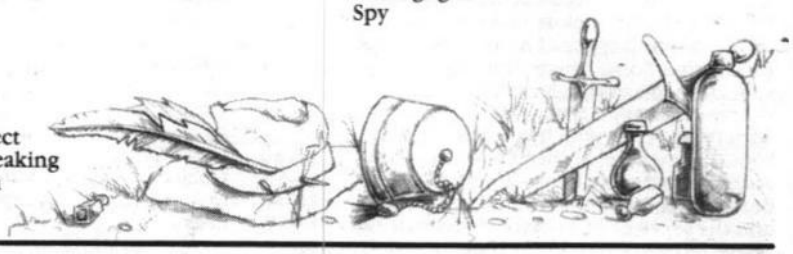
Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10		+1	+4	+20		+20	+20	+20	+20	+20	+30

Skills
Blather
Charm
Disguise
Evaluate
Mimic
Palm Object
Public Speaking
Seduction
Wit

Trappings
Hand Weapon
D6 Hats (assorted)
Ordinary Clothes
Quality Clothes
University Reference (forged)
War Medals (fake)
D6 Bottles of variously coloured water
D4 Botles of variously coloured powder

Career Exits
Demagogue
Spy



•CLERIC•

Clerics are the priesthood of the Old World, authorised by their churches to conduct services and to minister to the spiritual needs of the faithful. In order to carry out their duties, Clerics are granted access to the deity by the medium of prayer, as well as a number of magical powers. These powers come from devotion to the deity rather than knowledge and force of will.

To become a Cleric, a character must first have fully completed the Initiate Basic Career. Because Clerics depend on their deity for spells, characters do not progress automatically from Initiate to level 1 Cleric; when the Initiate career has been completed, they must accumulate the 100 Experience Points necessary to change careers, and then go to a temple of the deity, and pray for guidance, exchanging the 100 EPs for one roll on the *Cleric Advance Table.*

For further information on Clerics and religion see the **Magic** and **Religions Sections** respectively.

•COUNTERFEITER•

Counterfeiters are more adept criminals than the lowly Clipper. Instead of merely tampering with the coinage, they actually make their own, melting down coins and reminting them with a little less gold or silver and perhaps a little lead to make up the weight. Counterfeiters can make their own coin dies, either from scratch or by using original coins.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20	+1		+3	+20		+20	+10	+10	+10	+10	+10

Skills
Art - carve coin dies
Metallurgy
Numismatics
Super Numerate

Trappings
Blank Coin Die
Metalworking Tools
3D6 Gold Crowns (genuine)
3D6 Gold Crowns (counterfeit)

Career Exits
Fence
Thief

•DEMAGOGUE•

Demagogues are popular Agitators, characters seen as the leaders or champions of particular causes. They are highly-skilled and sophisticated characters, able to arouse a great weight of popular opinion; they are also far more likely to attract the attention of the authorities.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10		+1	+3	+20	+1		+30	+10	+20	+20	+40

Skills
Blather
Public Speaking
Read/Write

Trappings
Hand Weapon
Leather Jack
Pamphlets

Career Exits
Mercenary
Outlaw Chief

•DRUIDIC PRIEST•

Druidic Priests are followers of the Old Faith, a religion whose origins stretch back to the time before written history. They have strong associations with many ancient sites, such as barrows and stone circles, whose significance has long been forgotten by others.

To become Druidic Priests, characters must first have fully completed the Druid Basic Career. Because Druidic Priests depend on their deity for spells, characters do not progress automatically from Druid to level 1 Druidic Priest; when the Druid career has been fully completed, the character must accumulate the 100 Experience Points necessary to change careers, and then appeal to the deity. The character goes to a sacred grove, and prays for guidance, exchanging the 100 EPs for one roll on the *Druid Advance Table*. Only Humans may become Druidic Priests.

For further information on Druidic Priests and the Old Faith see the **Magic** and **Religions Sections**.

•DUELLIST•

Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+30	+30	+1	+3	+3	+20	+1		+10	+30	+30	+20	

Duellists are famous for their fighting prowess, either with hand-to-hand weapons such as swords, or with missile weapons. The Duellist's favourite weapons are the fencing sword and the duelling pistol, a primitive and unreliable gunpowder weapon, whose propensity to explode does not endear it to sane people. Duellists, however, seem to relish the added danger. They follow a very precise code of behaviour, and conducting a duel in the correct manner is almost more important than actually winning it; Duellists tend to be arrogant and contemptuous of lesser mortals, and are always ready to demand instant satisfaction for any slight or insult, real or imagined. Many are the younger sons of noble families, who have turned to duelling for excitement. Their activities do not endear them to the authorities, but in most parts of the Old World duels are not actually illegal, and Duellists are protected by a number of archaic unrepealed laws.

Skills
Disarm
Dodge Blow
Etiquette
Marksmanship
Specialist Weapon - Fencing Sword
Specialist Weapon - Pistol
Specialist Weapon - Parrying Weapons
Strike Mighty Blow
Strike to Injure
Strike to Stun

Trappings
Left-Hand Dagger
Long Sword or Rapier
Pair of Duelling Pistols with powder and ammunition for 10 shots

Career Exits
Assassin
Highwayman
Mercenary Captain

•EXPLORER•

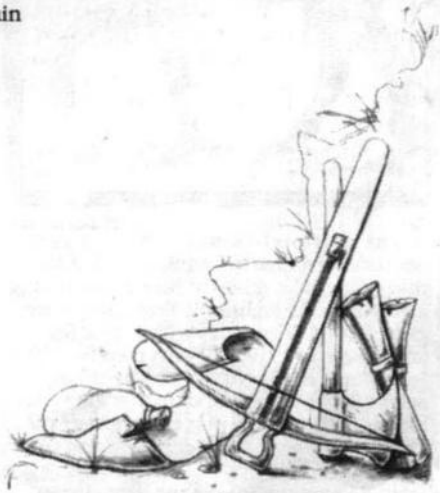
Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20	+1	+1	+6		+1	+20	+20	+30	+20	+20	+20

Explorers travel very widely, seeking out new commodities and opening up new areas for trade. Their work often takes them into wild and unexplored areas, and they need to be competent fighters as well as skilled merchants.

Skills
Cartography
Drive Cart
Evaluate
Follow Trail
Law
Linguistics
Orientation
Read/Write
Ride

Career Exits
Mercenary Captain
Navigator
Sea Captain
Spy

Trappings
D6 Maps
Horse, saddle and harness
Mail Shirt
Hand Weapon
Bow or crossbow and ammunition
Shield
D3 muleteers, each with D10 pack horses *or* a merchant ship with crew
2D6 mercenaries
2000 Gold Crowns in coin and trade goods



•FENCE•

Most tradesmen are open to deals which may not be absolutely legal; to the Fence, these deals are a way of life. They are expert at obtaining and disposing of stolen goods. Some distinctive and valuable items, such as pieces of jewellery, may be difficult or dangerous to dispose of on the open market, but Fences will buy them, probably for a fraction of their actual value, and dispose of them in such a way that their rightful owners and the minions of the law are not alerted. Given time, Fences can lay their hands on almost anything, even items which are prohibited by law.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20	+1		+4	+20	+1	+10	+10		+10	+10	+10

Skills
Evaluate
Magical Sense
Palm Object
Super Numerate

Trappings
Large Overcoat - with numerous internal pockets
Silk Handkerchiefs
Small Pieces of Jewellery

Career Exits
Thief Trader

•FORGER•

Forgers are essentially artists. Rather than producing works of art, however, they turn their hand to reproducing items which can command a high price, such as documents, letters and seals. They can copy handwriting with complete accuracy, provided they are given a sample to work from, and are familiar with a wide variety of documents, inks, seals and writing materials.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20	+1	+1	+3	+10	+1	+40	+10	+30	+30	+20	+20.

Skills
Art - can carve seals and forge documents and handwriting
Read/Write

Trappings
Engraving Tools
Hand Weapon
Magnifying Glass
Writing Equipment

Career Exits
Counterfeiter
Thief

•FREE LANCE•

Just as Warriors of lower social orders can become Mercenaries, Squires or Nobles may offer their skills for hire by becoming a Free Lance. Essentially, Free Lances are either titled aristocrats with a taste for adventure, or expert cavalrymen from the lower orders who offer to place themselves in the front line of battle. Financial considerations take precedence over the dictates of honour and chivalry, and some Free Lances, lacking an employer, may even take on the role of the Protagonist, setting up disputations at a convenient bridge or stretch of road, challenging any armed traveller who passes and living by stripping the vanquished.

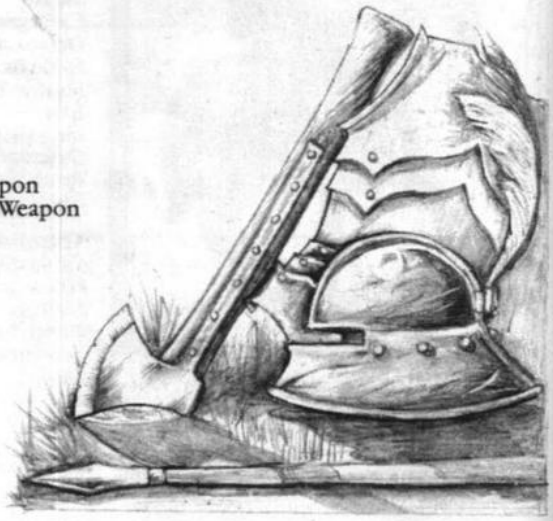
Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+30		+3	+1	+4	+20	+2		+30	+10	+30		+10

Career Exits
Mercenary Captain
Templar

Skills
Disarm
Dodge Blow
Etiquette
Heraldry
Ride - Horse
Secret Language - Battle Tongue
Specialist Weapon - Lance
Specialist Weapon - Flail
Specialist Weapon - Parrying Weapon
Specialist Weapon - Two-handed Weapon
Strike Mighty Blow
Strike to Stun
Strike to Injure

Trappings
Full Plate Armour
Horse, saddle and harness
Horseman's Axe or Morning Star
Lance
Shield
D6 Gold Crowns



•GIANT SLAYER•

Becoming a Giant Slayer is a peculiarly Dwarvish business, bound up with Dwarvish psychology. An outcast Dwarf who has not found death as a Troll Slayer may go on to seek out even greater danger; Giant Slayers customarily dye their hair bright orange, rubbing in animal fat to make it stiff and spiky. Their taste in jewellery is carried over from their careers as Troll Slayers, as - of course - are their tattoos. Giant Slayers are obsessed with locating and destroying their particular quarry, although they will not turn away from any situation in which they stand a good chance of being killed.

Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+40		+3	+3	+8	+20	+2	+10			+30		

Skills
Dodge Blow
Secret Language - Battle Tongue
Specialist Weapon - Flail
Specialist Weapon - Two-handed Weapon
Strike Mighty Blow

Trappings
Two-handed Axe
Two-handed Flail

Career Exits
Nil

•GUNNER•

Gunners are military specialists skilled in the use of bombards. As a result of long periods of time spent using these noisy, unreliable and often dangerous weapons, many Gunners tend to be a little hard of hearing and somewhat eccentric, but they can readily find employment in the armies of the Old World. A Gunner is a captain, who over sees the loading and firing of the guns by a crew of unskilled or semi-skilled soldiers. Gunners can oversee one gun for every 10 points of their Initiative score.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+20	+1	+1	+2	+20		+10	+30	+10	+20	+10	+10

Skills
Drive Cart
Engineer
Specialist Weapon - Blunderbuss
Specialist Weapon - Bombard
Specialist Weapon - Pistol
Specialist Weapon - Bombs

Trappings
Artillerists' charts and tables

Career Exits
Artillerist
Mercenary Captain
Marine

•HIGHWAYMAN•

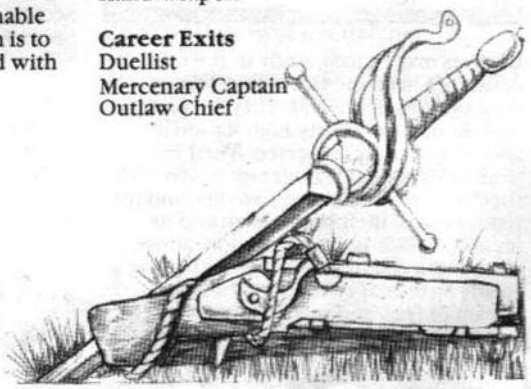
Highwaymen make a living by stopping and robbing coaches as they travel the roads of the Old World. But they are more than mere robbers; as much as anything. Highwaymen are concerned with style, and they are sometimes referred to as the nobility of thieves. Even when working, they never appear less than immaculately dressed, and in many areas they vie with each other as much over their standards of apparel as over the number of coaches they rob. They affect huge cloaks over frilly white shirts (silk, naturally), and wear large three-cornered hats with at least one huge and outrageously-coloured feather. Their masks are simple but elegant, of the type worn at fashionable costume balls; the height of fashion is to have the mask and its eyeslits edged with silver or gold leaf.

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20	+1	+1	+2	+40	+1	+30		+20	+20	+20	+30

Skills
Animal Care - Horse
Etiquette
Evaluate
Marksmanship
Ride - Horse
Silent Move Rural
Silent Move Urban
Specialist Weapon - Pistol
Specialist Weapon - Fencing Sword
Trick Riding
Wit

Trappings
Horse, saddle and harness
Pair of pistols, powder and ammunition for 20 shots
Clothing (of finest quality, as described above)
Mask
Hand Weapon

Career Exits
Duellist
Mercenary Captain
Outlaw Chief



•JUDICIAL CHAMPION•

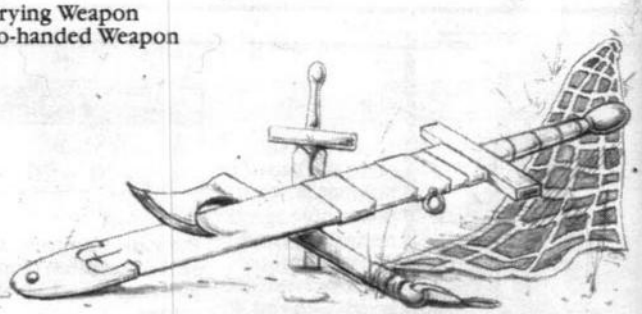
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+40		+1	+1	+6	+20	+2	+10		+10	+10		

In some parts of the Old World, trial by combat is still recognised as a legitimate legal procedure. In such trials, the accused is pitted against a Judicial Champion. These professional fighters are very good at their job, simply because they need to be in order to survive. They are expert in the use of several weapons; some laws set down the type of weapon to be used in a given case, and sometimes the defendant is permitted to choose. A wealthy or noble defendant may be allowed to hire a Judicial Champion to fight on his behalf, and some wealthy merchants and noblemen employ a champion on a permanent basis.

Skills
Dodge Blow
Specialist Weapon - Fencing Sword
Specialist Weapon - Fist Weapon
Specialist Weapon - Flail
Specialist Weapon - Lasso
Specialist Weapon - Net
Specialist Weapon - Parrying Weapon
Specialist Weapon - Two-handed Weapon
Strike Mighty Blow

Trappings
Axe
Buckler
Flail
Hook
Left-hand Dagger
Net
Rapier
Rope - 10 yards
Sword
Two-handed Sword

Career Exits
Assassin
Duellist
Mercenary Captain
Witch Hunter
Templar



•LAWYER•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
				+1	+2	+10		+10	+30	+40	+30	+30	+10

Lawyers make a long study of the processes of law in the Old World, and of legal systems in general. They are professionals, occupy a fairly high station in life, and are generally respected. Their most prized possession is their reputation - their own reputations as Lawyers, and the reputation of their home town and its legal system. It is this reputation, above everything else, that ensures the Lawyer a steady stream of clients and a steady stream of fees, and many Lawyers will be extremely wary of taking on a case which they are not sure they can win. Some junior Lawyers, however, may be willing to take the risk of fighting an unusual case or one which is likely to excite public interest, for winning such a case will increase their reputation and professional standing. Although legal systems differ from town to town and region to region, they have many aspects in common, and a Lawyer will be able to cope with an unfamiliar legal system after a little research.

Skills
Etiquette
Law
Public Speaking
Read/Write
Secret Language - Classical
Secret Signs - Lawyer

Trappings
Hand Weapon
Lawyer's Wig and Gown
10D6 Gold Crowns

Career Exits
Demagogue
Merchant
Raconteur

•MERCENARY CAPTAIN•

Members of military forces - be they soldiers, mercenaries, militia, marines or city watchmen - who show an aptitude for leadership will normally begin to use their reputation to carve out a living for themselves as mercenary leaders.

The only way to become a Mercenary Captain is to *fully complete* the Sergeant career (taking all advances and skills) and then pay 100 EPs. A character may decide to take any other career exit at any time, without having to fully complete the Sergeant career.

Captains are often under the command of less-experienced Knights and Nobles, a fact which they frequently resent. They often prefer the company of their troops to the glittering and stately society of the nobility, and have more respect for experience and ability than for social position.

Sergeant Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20	+1	+1	+4	+20	+1	+10	+10	+10	+10	+10	+10

Sergeant Skills
Consume Alcohol
Gamble
Secret Language - Battle Tongue
Street Fighter
Strike Mighty Blow
Strike to Stun

Captain Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+30	+30	+2	+2	+6	+20	+2	+10	+40	+10	+30	+10	+20

Captain Skills
Disarm
Dodge Blow
Heraldry
Ride - Horse
Specialist Weapon - Lance
Specialist Weapon - Two-handed Weapon
Specialist Weapon - Flail
Specialist Weapon - Parrying Weapon
Strike to Injure

Trappings
Full Helm
Mail Shirt
Shield
Lance - cavalry only
Mail Coif and Leggings - not militia or marines
Warhorse with saddle and harness - cavalry only

Career Exits
Artillerist
Bounty Hunter
Explorer
Freelance - cavalry only
Gambler
Gunner
Judicial Champion
Outlaw Chief
Protagonist

•MERCHANT•

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+2	+20		+10	+30	+30	+20	+20	+20

Merchants make a living by trading in goods. Unlike Traders, they do not often deal directly with the public; they are generally wholesalers rather than retailers. Dealing in anything that will show a profit, Merchants travel widely to acquire and transport goods, and attend all the great urban markets. Trading at the lesser country markets and fairs is usually left to underlings. Merchants will often be powerful and respected members of local councils and other governing bodies, and the Merchants' Guild is a powerful organisation in its own right. Merchants are invariably wealthy, and maintain at least one town house, and several warehouses as well.

Skills
Evaluate
Haggle
Magical Sense
Numismatics
Read/Write
Ride
Secret Language - Guilder
Speak Other Language
Super Numerate

Trappings
Town House
Warehouse
2500 Gold Crowns (for trading)
D3 scribes
D3 muleteers each with D10 pack horses *or* a 75% share in a merchant ship

Career Exits
Explorer

•NAVIGATOR•

Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+1	+1	+3	+20		+10	+20	+30	+10	+20	+10

The Navigator is a vital member of a ship's crew, responsible for charting and setting courses and making sure that the ship is where it should be and headed in the right direction. Navigators can set a course by the stars, by the sun, or by using charts. Their navigational skills are equally useful on land, and Navigators may sometimes by employed by expeditions or merchant ventures going into unknown territory.

Skills
Astronomy
Cartography
Orientation

Trappings
Navigator's Instruments (compass, sextant, etc)
2D6 Maps and Charts
Hand Weapon
Mail Shirt

Career Exits
Explorer
Sea Captain (without needing to be a mate first)

•OUTLAW CHIEF•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+30	+1	+3	+5	+20	+2	+10	+30	+10	+10		+10

Successful Outlaws can rise to the leadership of their own band, and can be known as Brigands or Outlaw Chiefs. As such, they get the pick of the equipment available to the band, and the first choice of spoils from any robbery. With the advantages of leadership, however, come some responsibilities; the leader is responsible for the welfare of the rest of the band, and if they are dissatisfied with his leadership for any reason, they might well make their displeasure known in a fatal manner. There will also be many in the ranks who would like to take over the chief's position and, of course, while rank-and-file outlaws captured by the authorities may be hanged out of hand, a more imaginative fate might be reserved for the chief. With all these hazards to contend with, it might be expected that some Brigands might seek a safer and perhaps more legal way of making a living - this also has its dangers, however, as Outlaws will probably regard the desertion of their chief as the ultimate betrayal.

Skills
Follow Trail
Identify Plants
Secret Language - Battle Tongue
Secret Language - Thief
Ride - Horse

Trappings
Bow or Crossbow and ammunition
Mail Shirt
Horse
1D6 followers - NPC outlaws

Career Exits
Demagogue
Highwayman
Mercenary Captain
Scout

•PHYSICIAN•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
			+1	+1	+3	+10		+30	+20	+30	+20	+20	+10

Physicians are practitioners of the comparatively young science of medicine. They provide basic medical treatment and perform simple surgery in order to relieve common minor ailments such as boils, splinters and minor wounds. They are respected members of the community, and can be an invaluable aid to wounded adventurers.

Skills
Cure Disease
Heal Wounds
Manufacture Drugs
Prepare Poisons
Surgery

Trappings
Black Bag - containing medical instruments
Hand Weapon
5D6 Gold Crowns

Career Exits
Hypnotist
Alchemist's Apprentice

•RACKETEER•

Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20	+1	+1	+3	+10	+1		+10		+10		

Racketeers are expert and organised thugs, who extract money from the community around them by extortion, threats of violence and other illegal means. They tend to work in groups, and while they are not particularly imaginative as criminals go, they are generally tough and well-equipped. Their main source of income is the protection racket, but they may also be involved in illegal gambling and loansharking. Anyone who fails to pay up at the appointed time, for whatever reason, is dealt with harshly, in a number of ways ranging from damage to property to maiming and murder.

Skills
Dodge Blow
Specialist Weapon - Fist Weapons
Specialist Weapon - Incendiaries
Street Fighter
Strike Mighty Blow

Trappings
Broad-brimmed Hat
Club
Hand Weapon
Knuckledusters
2-12 bodyguards

Career Exits
Fence
Outlaw Chief

•SAPPER•

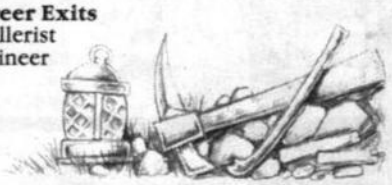
Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+2			+10	+20	+10	+10		

Sappers are military engineers, skilled in a number of fields, such as making explosives, assembling artillery and commanding engines of war (which they do almost as well as an Artillerist). Their particular area of expertise is the digging of tunnels, either to undermine walls or to gain entry to fortifications. Dwarven Sappers are widely sought after by the field armies of all nations, and some successful Dwarven mercenary units consist exclusively of Sappers. Sappers who are members of a Dwarven army will always be members of the Dwarven Engineers' Guild (see *Basic Careers - Engineer*), while mercenary units operating in non-Dwarven armies may or may not be Guild members.

Skills
Carpentry
Engineer
Specialist Weapon - Stone Throwers
Specialist Weapon - Bombs

Trappings
Candles
Crowbar
Leather Jerkin
Pickaxe

Career Exits
Artillerist
Engineer
Gunner
Mercenary
Tunnel Fighter



•SCHOLAR•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+30		+10		+30	+10	+30	+10

Many professional academics earn a living by teaching at one of the universities of the Old World, by hiring themselves out as tutors, or by writing erudite treatises on a number of subjects. In some cases, Scholars can find a patron or sponsor to finance their studies, and can pursue their scholarly interests to their heart's content. Scholars are interested in knowledge for its own sake, and do not confine themselves to one subject, researching anything and everything as the mood takes them and as the opportunity arises. Although they are not adventurous by nature, many Scholars will go to great lengths to acquire new or unusual information or to recover lost knowledge, and it is not unknown for a Scholar to live as an adventurer in order to journey to the sorts of inaccessible places to which other academics would not dare go.

Skills
Astronomy
Cartography
History
Identify Plant
Linguistics
Magical Sense
Numismatics
Rune Lore
Speak Additional Language

Trappings
Hand Weapon
Writing Equipment
5D6 Gold Crowns

Career Exits
Explorer
Merchant

•SCOUT•

Scouts hire out their services to the military, merchants, travellers or anyone else who can afford their price. Their task is to move through an area in advance of their clients, spying out the land and reporting on any unexpected activity or possible sources of danger. They are expert at moving through the countryside undetected, and many Scouts can get sufficiently close to an army to read the devices on their banners and shields without being spotted.

Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20	+1	+1	+6	+20	+1	+10	+10	+10	+10	+10	

Skills
Animal Care
Concealment Rural
Follow Trail
Orientation
Ride - Horse
Secret Language - Ranger
Secret Signs - Scout
Silent Move Rural

Trappings
Horse with saddle and harness
Mail Shirt
Rope - 10 yards
Shield

Career Exits Explorer Outlaw Chief
Bounty Hunter Mercenary Captain

•SEA CAPTAIN•

There are two routes to the esteemed career of Sea Captain - either by fully completing the career of Navigator (taking all advances and skills), or by rising through ranks of Seaman (see *Basic Careers*) and Mate (taking all advances and skills in the latter case).

Captain Advance Scheme

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+30	+20	+1	+1	+6	+20	+2	+30	+30	+20	+30	+20	+30

Sea Captain: It takes a special kind of personality to become a Sea Captain. Their wanderlust must be highly developed, and coupled with a passionate belief in their seamanship - why else would anyone run the risk of trying to command a grog-swilling bunch of seamen, who are often only too willing to blame their captain for everything from bad weather to attacks of scurvy?

Still, for those that survive mutiny, pirate attacks, and the terrible storms of the World's Oceans, the profession can be a profitable one. There is always demand for space in a cargo hold, and Sea Captains usually have a good idea of which port has the most profitable markets for the whole range of Old World trade goods.

Not that all Sea Captains make their money from trade - there are plenty who prefer to take goods by force from those less well equipped to defend themselves. Pirates, Buccaneers, and Corsairs - they have many names, but all are bloodthirsty murderers who attack merchant ships, steal their cargoes and make shark food of any crew and passengers who can't be sold as slaves or press-ganged into service. Not surprisingly, the penalty for piracy in most countries, is death.

Skills
Animal Trainer - Parrot or Monkey
Boat Building
Numismatics
Speak Additional Language
Specialist Weapon - Fencing Sword
Strike Mighty Blow

Trappings
Leather Jack
Rapier
Telescope
Ship and crew (25% share of merchantman or warship commission)

Career Exits
Explorer
Pilot

Mate: Mates are second-in-command to Sea Captains. Although this means that they have the advantage of being able to order others into the rigging in a force 9 gale rather than going themselves, the fact that they have to ensure that the captain's orders are carried out does not endear them to the rest of the crew. A Mate has to be strong to win the respect of the crew - in the event of a mutiny, unpopular Mates are second off the plank after the captain.

Mate Advance Scheme

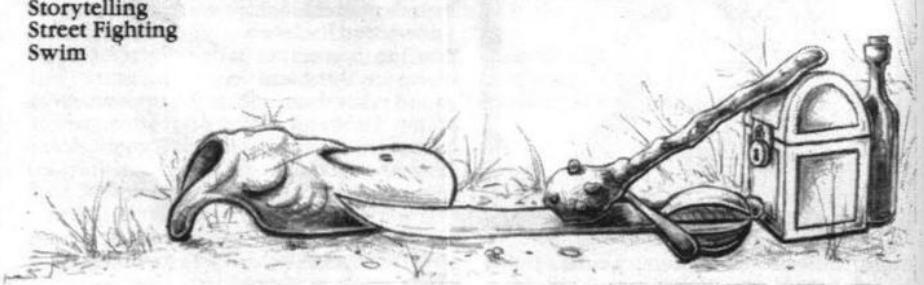
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+10	+1	+1	+4	+10	+1	+10	+10	+10	+10	+10	+10

Skills
Boatbuilding
Consume Alcohol
Sailing
Storytelling
Street Fighting
Swim

Trappings
Club
Cutlass
Leather Jack

Career Exits
Navigator
Pilot
Sea Captain

Not surprisingly, Mates are great tellers of tall tales, and always try to outdo each other with stories of the great Kraken, sea serpents, mermaids and the like. Some of these tales may bé true, but many have grown considerably in the telling and the majority are almost certainly completely ficticious.



•SLAVER•

Advance Scheme												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20	+2		+4	+20			+10		+20	+10	

Slavery is the lot for millions in the Old World; it goes under the guise of service, forced labour or agricultural bondage. More obvious forms of slavery are generally illegal, but slaving still goes on unchecked in some areas. The Slaver generally obtains his merchandise from foreign parts, or deals in those too young or too poor to assert their rights. The greatest slave markets are in Araby, and the lot of those sold there is a miserable one; in the Old World, some people are enslaved by the courts, for non-payment of debts or similar offences, although until recently there was a thriving slave-trade in half-orcs. Slaves in the Old World are generally well-treated, often working alongside paid servants and sharing much the same conditions.

Skills
Drive Cart
Ride
Speak Additional Language
Strike to Stun

Trappings
Hand Weapon
Horse and Cart
Horse with saddle and harness
D4 pairs of manacles
Rope - 10 yards

Career Exits
Mercenary Captain
Outlaw Chief
Seaman

•SPY•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20		+1	+4	+20	+1	+20	+10	+20	+40		+20

Spies are used to gather and relay information secretly. They are expert at infiltrating the highest levels of an organisation, and may work under cover for months or even years. Some Spies prefer a more direct approach for one-off jobs, breaking into buildings to steal information or to commit some act of sabotage. Every nation in the Old World employs Spies, mainly to gather military intelligence on the activities of their neighbours and rivals, and Spies are also employed on a regular basis by great merchant houses and similar concerns.

Skills
Act
Bribery
Concealment Urban
Cryptography
Disguise
Flee!
Linguistics
Pick Lock
Palm Object
Read/Write
Seduction
Shadowing
Silent Move Urban
Sixth Sense
Wit

Trappings
Codebook
D4 homing pigeons
Disguise Kit

Career Exits
Assassin

•TARGETEER•

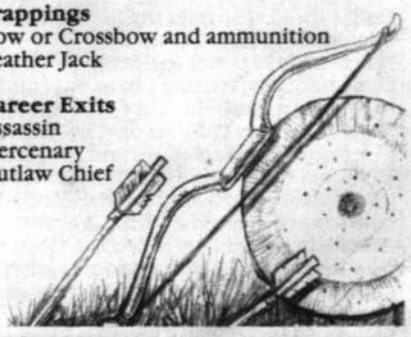
Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
		+40	+1	+1	+4	+20	+1	+30	+10	+10	+30	+10	+20

Targeteers are professionals who compete in archery tourneys. Some use various other missile weapons, such as crossbows, but the longbow is by far the most popular. Targeteers travel from tournament to tournament and fair to fair, entering every contest they find, and may also work at fairs almost as entertainers, challenging locals to impromptu contests for a drink or a small stake, or performing various tricks as a sideshow. A good Targeteer can make a handsome living by competing in the major tournaments.

Skills
Marksmanship
Specialist Weapon - Longbow

Trappings
Bow or Crossbow and ammunition
Leather Jack

Career Exits
Assassin
Mercenary
Outlaw Chief



•TEMPLAR•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+30	+30	+1	+2	+8	+30	+2	+20	+20	+20	+20	+20	+20

Some fighting men ally themselves directly with one of the religious groups of the Old World by joining a military order within their particular religion. As such, they become known as Knights of the Temple or Knights Templar. Templars may enter the service of a deity for a fixed period, or, more rarely, for life. Sometimes a Knight will become a Templar for a time as a penance for oath-breaking or for violating some other taboo. All military orders demand absolute obedience and a high standard of martial prowess; the Knights come under the command of the temple authorities, and live within the temple precincts. It is their duty to provide guards for the temple and for important religious dignitaries, and to provide whatever military force might be required by the heads of the religion for the destruction of heresies, the prosecution of holy wars, and the protection of the faithful from persecution or infidel attacks.

Skills
Disarm
Dodge Blow
Read/Write
Ride - Horse
Secret Language - Battle Tongue
Secret Signs - Templar
Strike Mighty Blow
Strike to Stun

Trappings
Full Plate Armour
Horseman's Axe or Flail
Lance
Religious Symbol
Shield
Warhorse with saddle and harness
3D6 Gold Crowns

Career Exits
Free Lance
Initiate
Mercenary Captain
Witch-hunter

•TORTURER•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10		+2		+4	+10		+10	+10	+10	+10	+20	

Torturers live mostly in dungeons, and acquire most of the Jailers' less endearing habits. They do tend to be a little cleaner and a little less corruptible, but the difference is often slight. Torturers are expert at interrogation with the use of force, and learn how to cause great pain with only little physical damage. Some highly proficient Torturers may even acquire limited medical skills, enabling them to keep their victims alive longer during questioning.

Skills
Heal Wounds
Specialist Weapon - Flail Weapons
Torture

Trappings
D10 knives, whips and irons

Career Exits
Outlaw Chief
Racketeer
Thief

•WITCH-HUNTER•

Advance Scheme													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+30	+30	+1	+1	+6	+30	+2	+20	+20	+10	+10	+40	+10

Witch-hunters are people who, for reasons of their own, have devoted their lives to hunting down and destroying Chaos and its minions wherever it may be found. Their definition of Chaos is somewhat individual, frequently extending to cover anything and anyone to whom they take a dislike, and they are generally regarded with fear and distrust.

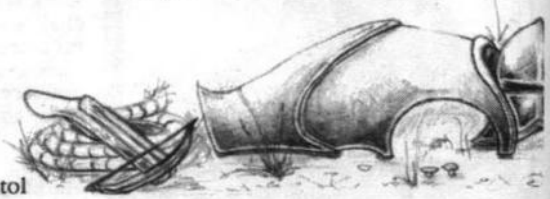
Unlike those who fight the incursions of Chaos on the edge of the Old World, Witch-hunters prefer to operate within Human society, rooting Chaos out before it can gain a foothold. They are loners by nature, and they trust no-one; no-one is free from their suspicions, and almost any deviation from their individual definition of normality is grounds for deep suspicion in their eyes. They will act against anyone in whom they detect (or think they detect) traces of mutation or other Chaotic tendencies. Some Witch-hunters extend their attentions to half-orcs, relentlessly pursuing traces of orcish blood, however slight.

In some states, Witch-hunters are tolerated and encouraged; in those where they are not, they operate secretly, and are even more suspicious than usual, if that is possible. They will kill their quarry out of hand where necessary, but prefer to whip up mass hysteria. They love to conduct show trials and lynchings, encouraging people to denounce their neighbours, their rulers, and even their own families.

Skills
Marksmanship
Public Speaking
Silent Move Rural
Silent Move Urban
Sixth Sense
Specialist Weapon - Net
Specialist Weapon - Lasso
Specialist Weapon - Crossbow Pistol
Specialist Weapon - Throwing Weapon
Strike Mighty Blow

Trappings
Full Plate Armour
Hand Weapon
Pistol Crossbow and ammunition
Rope - 10 yards
D4 throwing knives

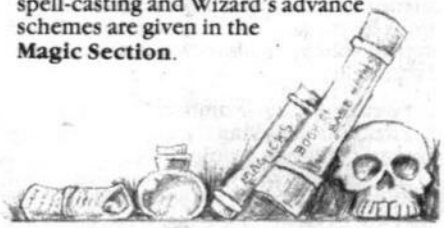
Career Exits
Initiate (or Cleric if character has previously been an Initiate)
Templar



•WIZARDS•

Wizards are the most numerous of the magic-using professions. Many make a career of adventuring, and use their talents to recover lost and forgotten magical lore, legendary magical items, and, of course, large sums of money. After completing the level 1 career, a Wizard may choose to specialise in a particular branch of magic (namely Demonology, Elementalism, Illusionism, or Necromancy). Many, however, find it more profitable to keep a broad base of spell use, and remain as non-specialised Wizards.

Once a character has completed a period as a Wizard's Apprentice, it is assumed that the same Wizard will continue to instruct any character who wishes to continue in a magical career. Full details of spell-casting and Wizard's advance schemes are given in the **Magic Section**.



•DESIGNING SCENARIOS•

As the gamesmaster, it will be up to you to invent all of the details of the game. You must decide for yourself where the adventure is taking place, why it is taking place, and what the player characters have got to do with it all. Each adventure can be regarded as a scenario; the **Oldenhaller Contract** is a scenario we have designed for you so that you can see what one entails. A number of scenarios can be played successively to form a lengthy game campaign. Campaigns might take up whole weeks, months or even years. The advantage of playing a campaign, rather than a series of unrelated scenarios, is that the players will identify closely with their characters and their environment. As they play more scenarios they will become more familiar with the locality, and can establish permanent contacts, hide-outs or supply dumps. Designing a whole campaign is a big step, but it need not all be undertaken at once. A far better plan is simply to design one scenario, and, if your players survive, take it from there.

•PLOT•

A scenario is based on a plot or theme. However, it is not an exact storyline, like in a book or film, since it must allow for many different actions on the part of the players' characters. The first thing you must decide when designing a scenario is the plot. You will probably have hundreds of good ideas, but here are some ideas for plots that have formed the basis for many of our own games.

Investigate and report: This morning a bloodied and exhausted rider galloped into town, hurled his dying carcass into the town sheriff's office and instantly expired. He was one of the settlers/soldiers/miners from a distant village. The sheriff has organised a party of adventurers to investigate - offering 10 GCs to any volunteer who returns with news. What the characters will discover is that the settlement has been taken over by a group of Orcs who are even now sacrificing their human captives to their own dark gods.

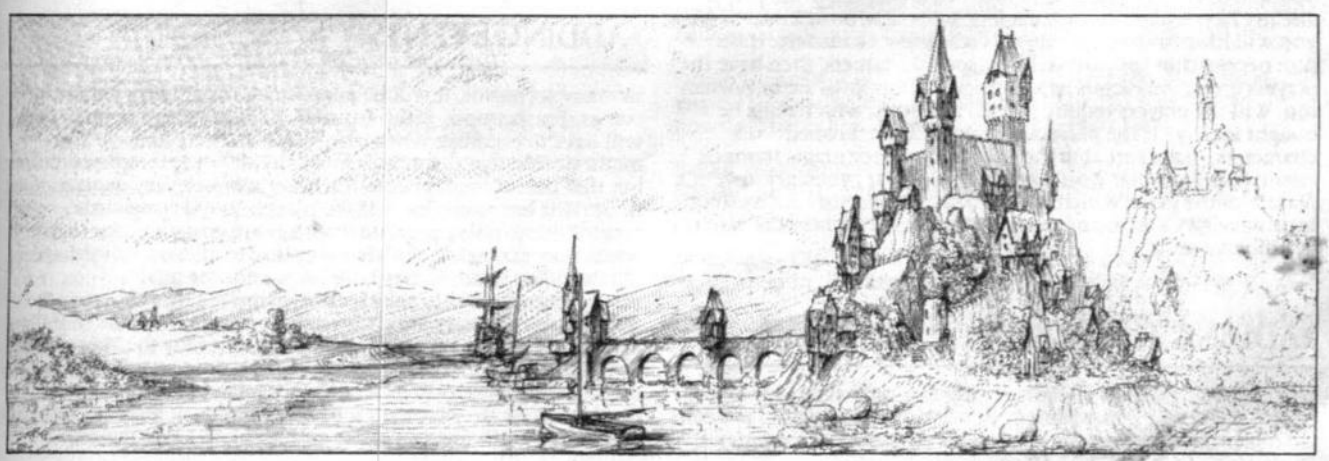
Gold Fever!!!: An old Dwarf mine has been uncovered in the hills, and adventurers from miles around are congregating to share in the booty. The mine has been abandoned for thousands of years, but is it as empty as it appears? Has it been occupied by dangerous creatures, or does something supernatural lurk inside? How do the members of the local Dwarf community feel about the looting of their ancestral property?

Larcenous Pursuits: The old temple contains a rich treasure and is poorly guarded. The people of the town are backward and foolish to take so few precautions. You would be doing them a favour by relieving them of this troublesome burden. There are guards both inside and out, and maybe traps inside too in order to discourage nocturnal visitors. Furthermore, the high priest lives in the temple with several acolytes. Such dangers are trifling compared with the riches rumoured to be inside.

Stop the Pigeon: Too late, a spy has been uncovered in the town, a Half-Orc doubtless working for some Goblin band. The creature has fled, but his trail is still fresh. Can the characters capture the spy before he reaches the waiting goblin raiders and brings disaster on the town?

Stand and Deliver: According to a local contact, a special coach is due to leave town within a week. You don't know what's on board, but whatever it is, the owners are being really secretive, hiring extra guards and silencing dissenters with bribes or threats. You are curious to say the least. Are all these precautions for the benefit of a treasure hoard, or perhaps some high ranking official or prisoner? In any case there could be a fortune involved.

The Quest: The characters have been sent on a quest by some powerful NPC. They must find an item or person located in some dark and dangerous place. Perhaps a long-deserted house, an isolated ruin or an ancient and long-abandoned Dwarf Citadel. Quests can be beneficial to the characters involved.



For example, a quest might aim at recovering a sacred relic whose powers can heal a debilitating disease or mental illness.

Assassination and Kidnapping: The characters have been hired to kill or kidnap a powerful NPC. The task will not be easy as the victim suspects a plot, and has already taken precautions for his safety. Furthermore, he lives in a remote and inaccessible place, or a fortified castle, and even gaining entry will be difficult.

Jabberwock...: A large and fearsome monster, such as a Jabberwock, is terrifying the local inhabitants. Whoever slays the creature will gain untold riches, universal acclaim etc. Can the characters find and slay the monster, or will other NPC hunters beat them to it? Are the local authorities to be trusted, or will they back out of their bargain once the monster is dead?

Kali's Heroes: The characters find themselves fighting in a great and terrible war. They have been ordered to take a village already occupied by an enemy garrison. Fortunately for the characters, one of their NPC companions used to live in this village, and he has a strange tale to tell. In the village lies the great and wealthy temple of Kali, now largely abandoned due to the fighting. Only a minimal staff of priests remain to guard the great treasures. So far the occupiers have not dared desecrate the temple, or maybe they don't yet realise what is inside. Can the characters break in and steal the treasure, will they have to fight off the occupiers, and can they perhaps strike a bargain with their foes? Meanwhile, what of the war? How long until others arrive on the scene?

•DETAILING THE PLOT•

One of the things that will help you most as you create this adventure for your players will be a map of the area where the scenario is to take place. The amount of detail needed is up to you. It is always possible to improvise some details during play. If the setting is an underground complex, such as a dungeon, you should make an accurate scale map using graph paper. Areas can always be left blank, to be filled in later during other scenarios perhaps. If the adventure features a house or houses, then floor plans should be drawn for each level.

•CHARACTERS•

Once you have decided on the broad outline of the adventure, you will have to consider the roles of the players. If the players already have established characters, will these be suitable? If not, you will have to have the players create new characters. If the plot necessitates specific skills, or specific careers, then have the players create characters as appropriate. Trappings are important too. Will the players require special trappings which must be bought locally? If the players already have established characters, make sure that they don't introduce magic items or exotic trappings that would spoil the game. If necessary, invent a feature of the game which will actually counter any such effect. Introduce NPCs as seems necessary, especially where the task is a difficult one.

•ADDING THE FEATURES•

Once you have a map of your gaming area, you should consider where all the features within it are actually to be found. You can do this by numbering each room, area of corridor or whatever, and writing detailed notes for each. Remember, your scenario must make sense - a random hotch-potch of rooms containing treasure and assorted monsters doesn't make much sense.

For example - you might write:

Room number 1: A small dark room approximately 3x3 yards with a low ceiling, well under 2 yards. It is illuminated by a shaft in the north wall which rises at an angle of 45°. A tiny dot of daylight can just about be seen at the end. The shaft is barred and too narrow for characters to climb unless they are Halflings or have the Contortionist skill. There is a door in the south wall (Toughness 5 - locked from the inside, lock rating 3) and another door in the east wall (T4 - latch on both sides). The southern door has a sliding grill to permit identification, exchange of passwords, etc. In the centre of the room is a large wooden table and two chairs, and on one of the chairs is a Goblin guard - basic profile - wearing chainmail and armed with a sword. He is asleep, but may have been awakened by a noisy party (test using the hearing rules). He has a bunch of keys (for rooms 1,3,4,5 and 6). The eastern door leads into room 2, the southern door leads to the outside.

Remember to add details of treasures, magical items and other features where you want them. Traps can also be positioned, as well as false doors, walls, secret passages and other interesting diversions.

•ADDING CREATURES•

Make a note of specific creatures when placing features. Remember, creatures are not necessarily stupid - if the players are creating mayhem in a corridor, then creatures occupying nearby rooms will hear them and come to investigate. In other words, creatures should act as if they were 'real' themselves, and do their best to stay alive and healthy. Also, creatures or people occupying rooms near each other must be doing so for a reason. For example, a group of rooms in an inn might be home to a local magistrate, his wife, his servants and his bodyguards. The placement of NPCs and creatures must be logical within the context of the scenario. If the adventure is set within a Goblin stronghold, the characters will find Goblins or goblinoid creatures, or their lackeys or prisoners; they shouldn't find a different creature in every room.

•ADDING EVENTS•

In many scenarios, it will be necessary to establish a pattern of events. For example, if the characters are robbing a temple, you will have to establish when the guards do their rounds. You might decide that the guards normally sit at the temple entrance, but that one of them checks the inner temple every quarter of an hour. This has two effects. If the players know the guards' routine, they will appreciate that they are going to have to hurry when they get inside, which might lead to all sorts of mishaps. On the other hand, if they have no idea of the guards' movements, then they may well be surprised by a sleepy guard wandering in as they are removing the treasure. Similarly, if the players break into a fortress, the time it takes for the alarm to be raised and a search mobilised will be very important. Events might occur which are part of the scenario but which do not directly affect the players, such as a stage coach leaving town, or the local sheriff raising a posse and riding out into the hills.

You can easily work out a rough schedule of events of this kind. Sometimes it will be necessary to change the timing of events, because of something that the players have done. Keep your options open - you can always improvise something at the last minute.

•ADDING WANDERING CREATURES•

It is not only the player s' characters that move around: other creatures should too. Sooner or later, it is quite likely that the two will meet. When setting up your scenario, consider the creatures or NPCs involved, and the chances of meeting wandering creatures during the scenario. In general, almost any creature you place in an adventure might be a 'wandering' creature (unless it has been locked up in a cell, of course), and you ought to consider how all NPCs might be moving around as the players' characters are getting on with their own plans...

Allow a percentage chance of meeting wandering creatures every so often. The actual chance will vary depending on the situation. Similarly the type of creatures will depend on the context of the scenario. For example, in an underground Goblin fortress you might allow a 10% chance of an encounter every 5 minutes or turns. 75% of such encounters will be with a group of D6 Goblins, 20% will be with a group of 2D6 Goblins and 5% will be with an appropriate random creature selected from the 'Underground' section of the wandering creature lists. Remember: you don't have to abide by your dice rolls - you are in control of the game and not vice versa.

•DECIDE ON EXPERIENCE POINTS•

General points about the way experience points should work appear in the section on experience above. Most scenarios have specific objectives, or a series of objectives. You must decide how many experience points are available for achieving each objective. The points are normally divided equally amongst the surviving players, sometimes less a few points if other contributing characters have died during the game. For a game that can be easily played within an evening by 3 or 4 players, you should generally award 200-300 points if the characters achieve their objective, and something less than that, depending on how well they do get on, so that each player receives on average 25-100 points.

•SPECIFIC CHARACTER OBJECTIVES•

In most scenarios, you will present the entire party with the same overall goal and the same information. However you can add spice to a game by giving individual characters specific personal objectives or information not known to the other players. For example, if the game involves a temple burglary, tell one of the players that there is a great jewel hidden inside a secret compartment behind the altar. Perhaps his character learned this from an NPC, or discovered a reference in a book. The character might try to get hold of this jewel, and if this can be achieved you should award the player an extra 20 Experience Points. Even better, introduce a personal motive for revenge - kinslaying, financial ruin, humiliation and so on. A powerful NPC who befriended the party murdered the brother of one of the characters; the NPC doesn't realise the connection, nor do the other members of the party, but the player's character should earn 50 experience points (or more if the character is especially powerful) if vengeance is taken without upsetting the other players.

•RANDOM TREASURE•

When designing a scenario, it is a good idea to place treasure at the same time as the other items, so that you can keep control of the way the characters come across it. Obviously, you don't have to be 100% specific in your descriptions - you might like to just make a note that a chest contains D100 gold crowns, a scroll and an old string bag. You can then generate the actual amount of money and the actual type of scroll as and when the characters actually encounter it (if they ever do...). You need to be a little more careful than this with magical items, however, since the wrong one in the hands of a character can spoil a game. Be careful.

Filling out all the details of a scenario can be very demanding. This is especially true if your scenario takes place in a town or city. Providing details for the contents of every house, and details of the trappings of every citizen is just out of the question, particularly when you know that the characters may never actually find them unless they are being particularly clever.

To allow for this we have devised a series of random treasure charts. Using these charts, the GM can generate the valuable contents of a house, or of a character's pockets, in general terms. The specific random charts for each category will have to be used to give exact details. The categories given are broad, and you might like to add on more of your own.

House - poor: This represents the house of a peasant, a hovel or a worker's cottage.

House - affluent: This would be the house of a slightly better-off small-time tradesman, shop-keeper or scholar.

House - wealthy: A house like this would be owned by one of the richest members of society; a merchant, manufacturer, member of the gentry or the lesser aristocracy.

House - magician: A magician's house is likely to have very individual treasure.

Workshop: Any workshop will contain items specific to the trade that goes on there. In addition, items might be kept on the property for safe-keeping or convenience.

Shrine: Shrines are small buildings or simple shelters, usually dedicated to a minor god or long dead local hero.

Temple: A temple would be a good bet for a bit of petty larceny. It might contain anything from gold candlesticks to the collection box. Strip the lead from the roof if desperate.

Large Hoarding Monster: Nearly all large monsters are attracted to shiny or valuable objects and like to accumulate hoards. These they secrete deep within their lairs.

Small Hoarding Monster: A small hoarding monster is something no larger than a dog, but behaves in the same way as a large hoarding monster.

Creature - Citizen: This represents an average sort of intelligent creature, a citizen of a town or a soldier, for example.

Creature - Merchant: Merchants are rich individuals of their race who habitually carry large sums of money.

Creature - Fop: This is a whimsical individual, very fond of jewels and fine garb and totally unconcerned about displaying wealth.

•TREASURE TABLE•

The following tables can be used to generate treasure randomly:

	Poor	Aff	Wealth	Magic	WoShop	Shrine
MAGIC						
Scroll				95% D6		5% 1
Tome				75% D4		
Random Magic		1% 1	1% 1	90% D4		5% 1
MONEY						
Crowns	5% D3	75% 2D6	10D10	95% 10D10	25% D10	50% D10
Shillings	25% D20	6D10	6D10	95% 10D10	50% 10D10	75%
Pennies	75% D20	6D20	6D20	95% 10D10	75% 10D20	D1000
VALUABLES						
Gems & Jewellery		5% D3	90% D10	75% D3	5% D3	25% 1
Domestic Items	10% D3	D6	A/D12	25% D6	10% D6	
Objets d'art		5% D3	75% D10	90% D3	1% 1	75% 1
Clothes Furs & Cloth		50% D6	95% D10	25% D3	50% D6	5% 1

	Temp	Mon L	Mon S	Cit	Merchant	Fop
MAGIC						
Scroll	D6	5	1		25%D4	1
Tome	95% D4	25% D3	1% 1			
Random Magic	75% D4	25% D3	1% 1		10% D3	1% 1
MONEY						
Crowns	95% 10D20	75% 10D10	15% D10	5% D6	75% 10D6	D20
Shillings	95% 10D20	75% 10D10	15% 10D10	75% D20	D6	D10
Pennies	D1000	10D20	75% D10	75% D10	75% D20	D100
VALUABLES						
Gems & Jewellery	95% D6	75% D10	15% 1	1% 1	5% 1	D3
Domestic Items	25% D20	5% D6	5% 1			
Objets d'art	50% D6				50% D3	1% 1
Clothes Furs & Cloth	D10			1% 1	75% D3	D4

Note: Quantities are generally expressed as a percentage followed by a die roll: for example, 75% 2D6 indicates that there is a 75% chance of the class of item in question being present, and - if present - 2D6 separate items will be found. 1% 1 means that there is a 1% chance of one item of the class being present. Where there is no percentage, the class of item will always be present, in the quantities indicated.

•TREASURE VALUES•

Magic: The categories given for magic items are more or less self-explanatory, but reference should be made to the **Magic Section** for specific items and ideas. No values are given for magic items; such items are worth whatever you can get for them. Players shouldn't be encouraged to think that they can buy powerful magic.

Gems and Jewellery: Each item is worth 2D6 x 10 Gold Crowns. Of course, certain gems might be worth more if the GM decides to place a famous or fabulous treasure in the location. This is entirely up to you.

Domestic Items: This includes candlesticks, cutlery and plates - all of which can be made from precious metal and might incorporate special decoration, inlays etc. Each item can be thought of as a set of cutlery, a number of plates or whatever, rather than as 1 knife or 1 fork. Each item is worth D6 x 10 Gold Crowns. Again, some items might be worth more, but this is up to you.

Objets d'art: These can be anything from painted miniatures in lockets to paintings or statues at life size or even larger. Works of art are hard to value. Any item is worth what you can get for it - which may be more or less than its actual value. You will be offered D20 x 10 Gold Crowns for each item.

Clothes/furs/cloth: This includes fine rugs, hangings and tapestries as well as clothing and other apparel. The value of each item is D6 x 5 Gold Crowns.

•CREATING NON-PLAYER CHARACTERS•

Often it will be necessary for the gamesmaster to create non-player characters for the game. These characters might take the form of opponents, or friends of the player characters, or even of people in the street.

The players might decide that their coming adventure will be far too difficult to attempt unaided. By way of help, they might wish to recruit or hire fellow adventures. Finding fellow adventurers isn't difficult; after all, the inns and market places are full of young souls looking for interesting employment. Non-players characters hired by the players are called Hirelings

In some instances it is possible for the players to meet another party of adventurers, perhaps even bent upon the same task! Such parties are called NPC Parties.

Hirelings and NPC parties, as well as any other characters, can be created using the character generation system from the Players' Section. However, this can be time-consuming. Often it is better to assume that NPCs have average profiles and abilities. On other occasions, it is better for you to just invent something straight out of your head, without going to all the trouble of thoroughly generating a character.

•BASIC CAREER CHARACTERS•

You can easily create a non-player, non-adventurer character with a single, basic career, such as Thief, Woodsman, Initiate, etc. Basic career NPCs have all the skills and trappings given in the entry referring to their career. They will not generally have any attribute advances, although if the GM wishes to create an exceptional NPC, they could be given 1, 2, or 3 (or D3) advances from the relevant advance scheme.

•ADVANCED CHARACTERS•

First, decide what career you intend to give the NPC. Now work out which other careers the characters must have progressed through. For a level 3 Wizard, for example, this would be Wizard's Apprentice, level 1 Wizard and level 2 Wizard. Where there is more than a single alternative, select any appropriate path - it is simplest to assume that the character reached his or her present career by the most direct route, although experienced GMs may wish an NPC to have gained experience in two or more quite diverse areas, and can choose the character's past history as desired.

Working from the character's basic career upwards, work out all the skills and trappings as appropriate. Then fill out each advance scheme in turn until you reach the character's career. Characters should not have received any points of advance in their current career.

If the character is a magician, then spells can be allocated at your discretion. D4 random spells from each level, plus D4 random petty magic spells should be sufficient.

•GENERATING RANDOM NPCs•

In most cases, the gamesmaster will want to generate an NPC for a specific purpose, and will have some idea of the NPC's background, past history and abilities.

Occasionally, though, it may be necessary to generate NPCs in a hurry - people in a tavern, for example, or someone that the characters bump into in the street. NPCs can be created totally randomly by using the character generation system from the Players' Section, and making the extra rolls described below to determine race, class, etc.

Race: Determine the race of the NPC using a D6:

1-3 Human
4 Halfling
5 Elf
6 Dwarf

Age and Abilities: A character's age and abilities are determined in the same way as for player characters, using the table in the Players' Section.

Career Class: Determine the original class of the character using a D4:

1 Academic
2 Ranger
3 Rogue
4 Warrior

Career: Roll randomly on the relevant Basic Career Chart to determine the specific career type within the character's class, just as you would for generating a player character.

Skills and Trappings: Work out skills and trappings as you would for a player character. Advanced characters may have trappings of a general nature which will have to be randomly determined or invented by the GM. For example, many advanced magician classes have a number of magic items. Dice randomly for these items where appropriate. Items too large, or inappropriate for the current situation, can be assumed to be 'at home'.

Spells: Decide randomly. Assume D4 spells per level, plus D4 petty magic spells.

Advance Scheme: NPCs do not generally have any advances from their current career, unless the GM decides at the outset that they will be better than average NPCs. They may earn advances as a result of gaining experience after they enter the game, and if they are intended to last for more than one brief appearance, they should have character record sheets, just like player characters.

Advance and Multi-Class: Once you have generated your NPC, roll to see if he or she has any additional careers.

01-75 No
76-90 A career within the same class
91-00 A career from another random class

You should alter these chances if you decide to generate a particularly powerful NPC.

Where a character is given a career from another class, it will be a basic career - the NPC has changed career classes (see *Changing Careers*).

•RANDOM PARTIES•

To generate basic numbers for an NPC party, roll 2D6. If either die scores a 6, roll another D6 and add the result. Generate each member of a party in turn. Obviously this can be a lengthy procedure, and would normally be done before a game. It is a good idea to have a randomly generated party already prepared. Even if the whole party is not used, it is possible to lift individuals from it for particular encounters.

•WANDERING CREATURES•

If the players are moving through hostile territory, or unknown lands, it is highly likely that they will meet other creatures or characters. These encounters are called *wandering encounters*. Wandering encounters are not planned by the gamesmaster before the game, as other encounters are, but are improvised on the spur of the moment.

•ENCOUNTER TESTS•

Depending on the territory and circumstances, the gamesmaster can make a percentage test every so often in order to see whether a wandering encounter happens. For example:

Terrain	Check every	Chance of encounter
Forest	4 hours	10%
Marsh	4 hours	5%
Mountains	4 hours	5%
Moors	4 hours	5%
Hills	4 hours	10%
Ruins	Hour	10%
Underground	4 hours	10%
Deep underground	Hour	10%

Encounter tests should only be made underground if the area is abandoned or generally uninhabited. Otherwise, most if not all, encounters will be with members of the race occupying the underground complex.

You can alter the frequency of tests and the chance of encounters as desired - the figures given above are about average for the terrain in question, and you can change things to reflect an unusually busy area or an unusually quiet one.

Where players are making long journeys - perhaps of several days duration - you might prefer to roll once per day rather than every few hours. Simply work out the chances of an encounter happening on a daily basis. Chances of 100% or more equal one encounter. More than one encounter per day will tend to slow things up too much.

•WHAT CREATURES ARE ENCOUNTERED?•

Once it has been decided that the party has met something, the next step is to decide exactly who or what is encountered. Published scenarios will generally have random encounter tables provided for the terrain in question; if you have written the scenario, you should have a good idea of the sort of creatures which are likely to be encountered in a given area.

As well as the general terrain, the immediate surroundings should be taken into account. For example, if the party is travelling along a trade road, most encounters are likely to be with human merchants, roadwardens and other travelling types; ruins are likely to be infested with rats, bats and possibly the occasional monster; and so on.

Not all random encounters involve the party being attacked by monsters; in fact, these should be in the minority. The party will often have quite enough on their hands just completing the scenario, and a series of random encounters with powerful monsters can seriously weaken them. Random encounters are simply diversions along the way, and should not interfere too much with the progress through the scenario.

•HOW MANY ARE THERE?•

Again, this is largely up to the gamesmaster. In scenarios where random encounter tables are provided, numbers will be specified. When you write scenarios yourself, you should have at least a rough idea of the numbers in which monsters appear. For general purposes, humanoids and the less powerful undead are usually encountered in groups of D4, D6 or 2D6, while animals and monsters are normally solitary unless the relevant entry in the **Bestiary** indicates otherwise. If in doubt you should use D4 or D6, bearing in mind that the more powerful a creature is, the more likely it is to be solitary.

Optionally, if a 4 is rolled on a D4 or a 6 is rolled on a D6, more creatures are present than would normally be expected. Roll again and add the score onto the original result.

•WHAT ARE THEY DOING?•

The gamesmaster will always have to improvise details of what wandering creatures are doing in that particular spot at that time. Wherever possible, attempt to rationalise the appearance of wandering creatures in terms of the game plot. For example, if you meet a group of travelling Halflings coming from the opposite direction, they must have come from or through the next town or city, unless they went round it for some reason. So they will know a little about it.

In most cases, wandering creatures will be doing one of four things:

Travelling: The encountered creature is simply travelling for some reason. Intelligent creatures might be moving house, relaying a message, sightseeing, etc. Most times, they will appear in front of the party, travelling in the opposite direction along the road. Wild animals and monsters are just ambling around; they are not hungry and will not attack unless provoked.

War-Party/Hungry: The encounter is with a war-party of potentially hostile creatures. They are equipped and ready for war. Perhaps they are bandits, part of a raiding force, or even a large scale invasion. Possibly they are governmental forces looking for trouble makers or bandits. Animals and other non-intelligent creatures will be hungry. Hungry creatures will often attack if they stand any chance of success.

Ambush: These encounters are exactly the same as those with war-parties, as described above, except that the enemy has successfully ambushed the part - giving them surprise.

Trading: The encountered creatures are engaged upon a trading venture. They will probably try to avoid a fight where possible, although they will defend themselves if attacked. Encounters such as these will always have money or goods to trade and subject to a favourable reaction, may even trade with the party.

•HOW DO THEY REACT?•

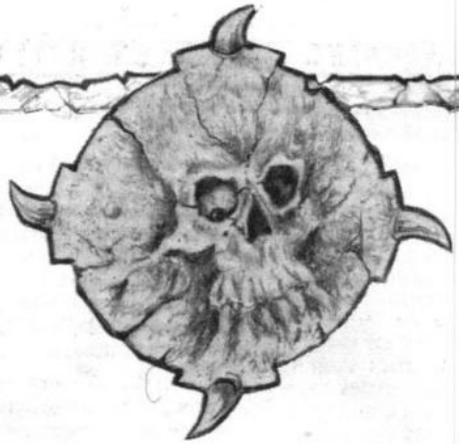
It will depend very much on circumstances how creatures react in any one encounter. It will also depend on what the characters do. Do they appear to be hostile, suspicious, untrusting and so on? It is left to the gamesmaster to decide how encountered creatures react, bearing in mind the general plot of the game, the attitude of the characters and the possible disruptive effect to the plot of them meeting large and powerful creatures. Players must be given the chance to avoid potentially dangerous encounters.

In general, you should be able to gauge the encountered creatures' reaction to the party from their description in the **Beastiary**, or from their career. Rather than rolling dice to decide how the creatures react, you should role-play the encounter and allow the situation to develop, encouraging the players to do likewise. Some creatures, of course, will attack immediately, but many will be wary, especially if the party is large and obviously well-equipped. Remember to take into account differences in race and alignment, and to test for animosity and hatred where appropriate, and be aware of the general plot of your story - randomly encountered creatures can still be involved in the adventure in a direct, though not necessarily central, way. Perhaps an opponent of the players' characters bribed the bandits to attack them? Just as often, the encounter will be just a complete side-track. When a party is made up of adventurers of differing races and alignments the worst result can be assumed.

COMBAT

SECTION

3



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• COMBAT •

Combat is an important part of the game - sooner or later your characters will have to fight for survival, and their combat skills will make all the difference between life and death. The following rules have been designed so that you can quickly resolve the results of blows and damage, and at the same time determine where characters are hit and how badly they are hurt. The examples will help you to learn how to conduct combat - it might be a good idea to fight out a few simple encounters before running your first game.

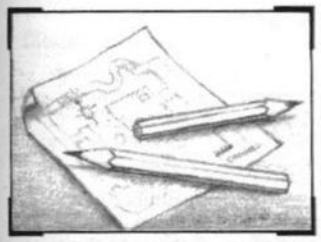
•THE SCENE OF BATTLE•

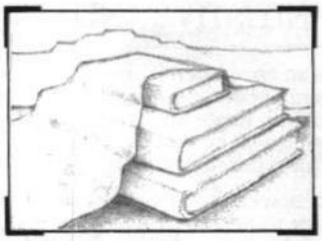
When adventurers encounter foes, the gamesmaster will need to make an impromptu scene of battle. This can be done on any small area of table - a square foot or so is generally all that is required. If the fighting is taking place inside a room or building, you can indicate the position of walls, doors, windows, furniture, etc. There are several ways of achieving this, and you can opt for any method that appeals to you.

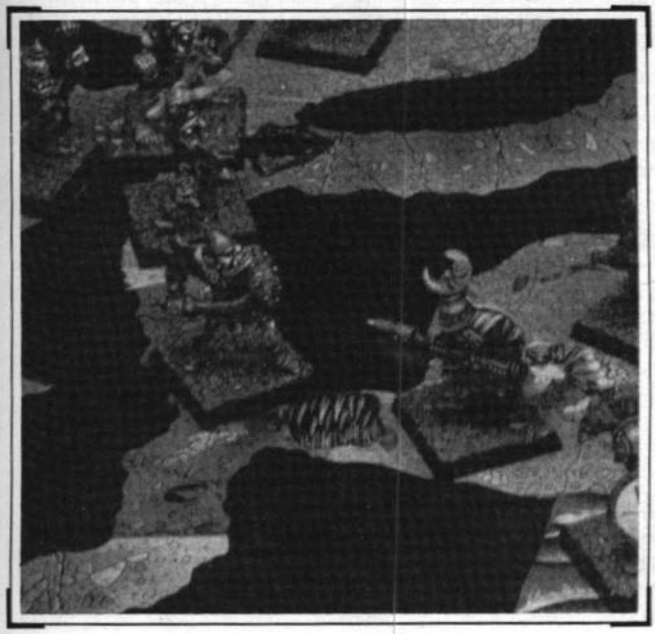
Paper ground plans: A piece of paper can be used as the scene of battle and any pertinent features may be drawn onto it.

Model scenery: Actual model scenery can be used, including walls, doors and other items made from card or whatever.

Improvised scenery: Scenery may be improvised from card, books or anything at hand.







•POSITIONING AND DETECTION•

Once the scene of battle has been established, the gamesmaster can position the combatants, using models to represent the various characters and creatures. It is not strictly necessary to have models for all, or even any, of the participants - pieces of paper or other improvised counters will do. Models, however, look much better, especially when skilfully painted and converted.

The placing of the pieces is always left to the GM - even the players' own characters should be positioned as you indicate. Players will often be tempted to place their models in an advantageous situation incompatible with what they have previously said and done - don't let them get away with it! You should also place the players' enemies. If you are unsure as to where exactly to position antagonists, roll what seems a suitable dice to establish the distance between them. 4D6 yards is a fairly reasonable distance at which to begin a confrontation. In dark or underground settings, bear in mind the maximum visibility distances. See the summary chart below for details.

The positions of wandering creatures must be determined randomly. Work out how many possible directions the creatures can be coming from and roll an appropriate dice. For example, in a corridor opponents can be coming from either in front or behind the adventurers - roll a D6. 1, 2 or 3 indicates the creatures are approaching from in front, 4, 5 or 6 that they are approaching from the rear. Outdoors, nominate one direction as twelve o'clock and roll a D12. The score indicates the position from which the creatures are approaching in terms of a clock face.

It is also important to take into account who can see what. If one side can sneak up to the enemy undetected, they will gain the advantage of *surprise*, while if neither side knows that the other is there, the encounter might never happen! A lot of this will depend on the circumstances - whether there are any walls, trees or buildings in the way, for example - and you will have to make your own decision in each case. In the dark, either at night or in unlit underground passages, Night Vision will play a great part. The following chart should be useful in such cases:

SUMMARY CHART OF NIGHT VISION DISTANCES

Basilisk	20 yards	Lizardman	30 yards
Bat	15 yards	Orc	10 yards
Bat, Giant	20 yards	Orc, Black	10 yards
Beetle, Giant	20 yards	Owl	50 yards
Cat, Wild	20 yards	Owl, Giant	50 yards
Dragon	20 yards	Pack Wolf	15 yards
Dwarf	30 yards	Rat	10 yards
Eagle	20 yards	Rat, Giant	20 yards
Elemental	As Daylight	Rat, Rock	15 yards
Elf - Wood	30 yards	Scorpion,	
Elf- Sea	20 yards	Giant	10 yards
High	20 yards	Skaven	30 yards
Fimir	15 yards	Snake	20 yards
Fox	10 yards	Snotling	10 yards
Goblin	10 yards	Spider, Giant	10 yards
Gnome	30 yards	Stoat	10 yards
Halfling	20 yards	Troglodyte	30 yards
Hobhound	10 yards	Undead	As Daylight
Hydra	20 yards	Wolf	15 yards
Jabberwock	20 yards		

•MORE ABOUT ROUNDS•

The round is the basic unit of time used in combat, as well as in other situations where it is important to keep track of a lot of things that are happening all at once. During a round, a character can accomplish roughly what a real person would be able to do in ten seconds. Of course, confusion, panic, and indecision all play a part, so don't expect a character to achieve very much during a round.

Obviously, if an adventurer was fighting an Orc, in reality the Orc and the character would move at the same time, swop blows simultaneously, and do whatever they wanted to do all within the same brief ten second space. However, for practical purposes we deal with each combatant in turn.

The Order Within the Round: During the ten second round, each character takes an individual turn. The character with the highest Initiative has the first turn, followed by the character with the second highest, then the next highest and so on. Monsters, NPCs, hirelings and all characters, whether on the GM's side or the players' side, take their turn in strict rotation.

Example
Three adventurers, a Halfling (Initiative 40), an Elf (I 60) and a Dwarf (I 20) confront 3 Orcs (I 30). The turn order would be Elf, Halfling, Orcs and finally Dwarf.

Characters may elect to go later in the round than their Initiative indicates, but may *never* go earlier. They may wish, for example, to see what someone else is doing before they commit themselves to an action. Initiative indicates the *earliest* time in the round when characters can act, but does not force them to act at that time.

Where opponents have the same initiative score, their actions will take place at the same time. So, if two such characters were fighting, and one killed the other, the 'dead' character would still get his attack.

•ACTIONS•

Once you have established who goes first, the next thing is to find out who does what. Here is a list of basic options. There are plenty of other things that characters might (and will!) try to do in a round, and GMs should judge each case on its individual merits, and decide whether the character will be able to perform a given task in ten seconds or less, bearing in mind the circumstances at the time. Players should have a free choice of action for their characters at any time, but you must make sure that the action is possible; no flying through 2-foot-wide pipes, no arm wrestling with dragons, and no sudden references to skills, trappings or other ideas that the character doesn't actually have....

Move: Rules for movement are given in the section on *Moving*. If this brings characters into base-to-base contact with an enemy, they are *engaged*, and may only follow the move with the *combat* or *flee combat* options.

Charge: Characters who are not already *engaged* may initiate combat by charging. To do this, characters must be within their Move score, in yards, from the target of the charge (see *Movement*). Therefore, a character with a Move score of 3 could charge from a maximum distance of 3 yards. Having moved, the character may then strike a blow in the normal way. Charging characters receive a +10% modifier to WS scores for the first blow they strike in combat.

Missile: So long as characters are not already engaged in hand-to-hand combat, they can fire a missile weapon, such as a bow or crossbow, or throw a spear, axe or other throwing weapon. Normally only one missile attack can be made during a round (there are exceptions - see the *Missile Weapons Chart*).

Combat: In hand-to-hand combat characters may strike as many blows as they have Attacks.

Magic: Most magical operations take an entire round to put into effect (see **Magic**).

Take-up: Characters can draw a weapon from a scabbard or pouch, or open a bag and take out an item, such as flask of water or a handful of coins. Putting away such an item also counts as a take-up. The GM may optionally decide to allow instant take-up, so that the action takes no time at all; this will speed up the game, but there are times when it can be more interesting to treat take-up as an action. For example, a large and unpleasant monster is bearing down on the party, and one character has an item in his rucksack which will deal with it. It might be buried at the bottom and take longer to find. The character rummages frantically through his rucksack, and meanwhile the monster is getting closer...

Whether you allow this or not depends on what sort of a game you want. If you want a fast moving, exciting, but slightly abstract game, then it is best to allow instant take-up. If you want a more realistic, but inevitably slower game, then you might rule that items not immediately to hand can only be taken up on a successful Initiative test, or that they take D6 rounds to find.

Drop: Remember, each character has only so many hands, and cannot hold a torch and a weapon in the same hand. Putting away items, sheathing swords, or even swopping hands, is equivalent to a take-up action. Often, players will want their characters to simply drop something that they are carrying in order to get round this problem. This is acceptable, but a dropped item may suffer damage. Dropping an item takes no time at all, and the character is free to perform any other action.

Dropped candles and torches will go out 75% of the time. Dropped lamps and lanterns will go out 50% of the time. A lamp or lantern which does not go out has a 25% chance of catching fire, causing a pool of burning oil 2D4 feet in diameter, lasting for D4 rounds. This causes 2D4 wounds per round (see *Fire*).

Damage on other items can be left to the GM to determine under the circumstances.

•INITIATIVE AND SURPRISE•

In an encounter, it often happens that adversaries are met suddenly, without prior warning of their presence. For example, robbers might burst out from behind bushes. Sometimes adventurers will be able to attack their own enemies in a similar way. This is called *surprise*.

If characters or creatures are confronted by opponents of which they were previously unaware, they will be surprised. Characters will be aware of opponents if they hear them, if they see them (or their lights), or if they detect them by magical means, but not if they merely think someone/thing might be there.

Surprised characters and creatures may do absolutely nothing for one round, whilst their enemies have a 'free round' to act in. Often, both parties will be surprised, neither expecting the other to be present. In such a case both sides stand and gawp for the equivalent of a round, and then rounds continue as normal.

•AMBUSH•

In an ambush, either the adventurers or their enemies are hidden, and gain *surprise* automatically. The sequence runs as follows:

1. Hidden characters/creatures reveal themselves - denoting the end of a round
2. The ambushers have a free round
3. Normal rounds continue

•BURSTING THROUGH DOORS•

When characters burst through a door into a room, they may *surprise* anyone or anything in the room. This depends on several things: whether the inhabitants of the room have been

forewarned by sentries or alarms, how quiet the party has been in approaching the door, and so on. Obviously, if the party has spent the last fifteen minutes hammering the door down, anyone on the other side of it is unlikely to be surprised when it finally bursts through! You should use your own judgement in these cases, but it's usually just a matter of common sense.

•INITIATING HAND-TO-HAND COMBAT•

Characters within their standard move distance of an enemy may initiate combat by moving into physical contact with them. This is the normal way to initiate hand-to-hand combat.

Charging: Characters moving into combat over a distance which is equal to or less than their *M* characteristic in yards, are deemed to be charging. They may both move and strike a blow — with a bonus of 10% to WS — in the same round. Charging means that the character has a certain psychological edge, and will derive a physical advantage from the force of impact.

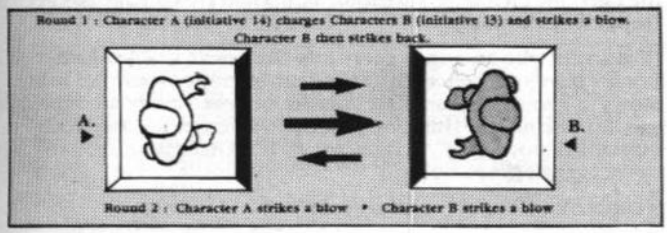
Being Charged: Characters with low Initiative scores will frequently find themselves charged before they have a chance to react. Because their opponent has initiated combat, they cannot move during their individual turn unless they wish to *flee combat*). Sometimes, combatants have equal Initiative scores - in which case they can both charge at the same time. When this happens, both characters count as charging and receive the appropriate bonus (see *To Hit Modifiers*).

Combat: Once in combat, characters will usually continue to battle it out with their opponent until one or the other is killed or forced to flee combat (see later). Characters may flee from combat during their individual turn if players announce their intention to do so at the beginning of the round - the characters can be assumed to have turned away without striking a blow.

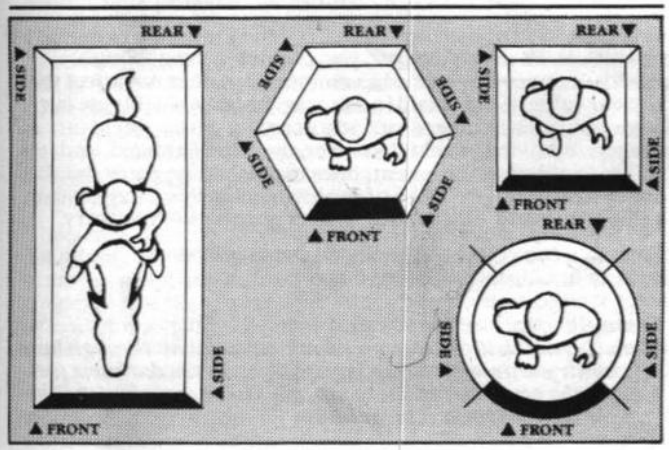
This should be regarded as a last resort, however, as fleeing characters will almost certainly be struck as they turn.

Round 1 - Character A (Initiative 14) charges character B (I 13) and strikes a blow. Character B then strikes back.

Round 2 - Character A strikes a blow
Character B strikes a blow

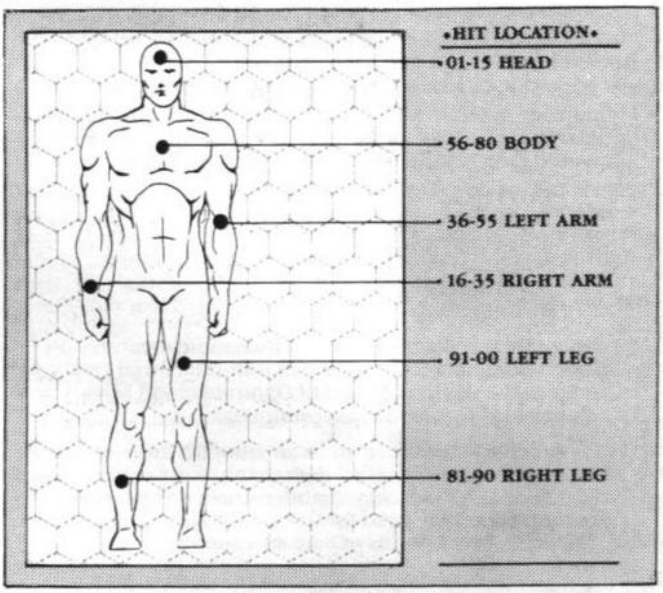


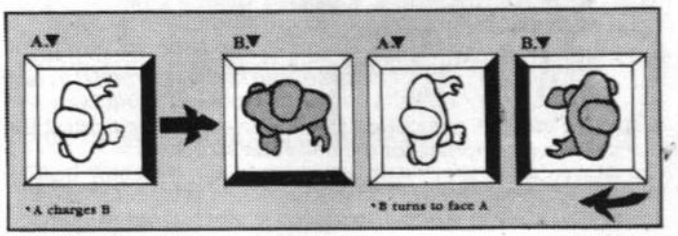
•MODELS IN COMBAT•

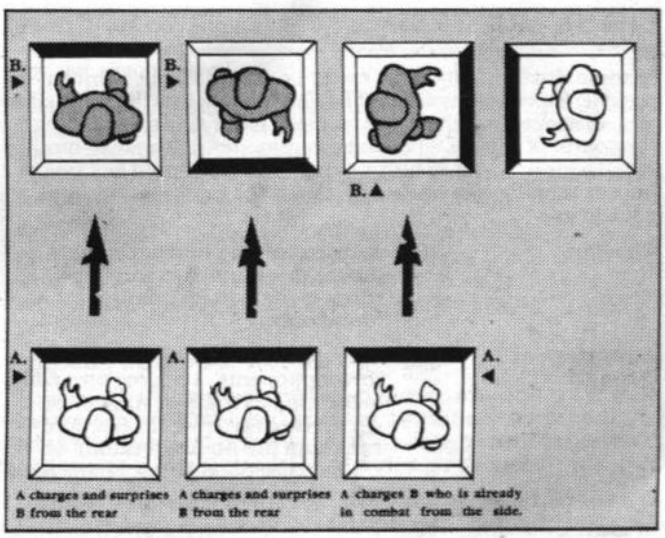


Characters can be represented by models which can be moved into base-to-base contact when characters enter combat.

Characters may only strike blows and/or parry within the area designated as the *front* of the model. This will vary depending on the shape of the base and the direction the model is facing (see diagram). When a character *charges*, the player moves the model so that the front of its base touches the nearest edge of the opponent's base. The opponent's model may then be turned to face the attacker. If the target is *surprised*, or is already engaged in combat, it may not be turned to face the charge. Charging characters must move straight towards their target. They cannot sneak around the back and then charge during the same round - although they may position themselves in one round and then charge in the next. Where it is debateable whether a charger should go for the front, side or rear of an opponent, the gamesmaster must apply common sense.







•COMBAT PROCEDURE•

During their turn, characters may strike as many blows against the enemy as they have Attacks. A blow can be struck by any weapon held in either hand, but holding additional weapons does not increase the number of Attacks. The character with the highest Initiative strikes first. Characters with equal Initiative scores strike blows simultaneously, except that characters who are winning may always strike first if Initiatives are equal (see *Winning Combats*).

To work out whether a blow hits and causes damage, procede as follows:·

1. Roll a D100 to see if the character's blow hits. If the roll is *equal to or less than the character's WS, a hit is scored.* Otherwise the blow misses and nothing happens.
2. Determine where the blow has landed. To do this, take the number rolled to attack, and reverse the two figures (for example, if a player rolled 27, reversing the numbers would give 72) and consult the following table:

   01-15 Head
   16-35 Right Arm
   36-55 Left Arm
   56-80 Body
   81-90 Right Leg
   91-00 Left Leg

   Note that this diagram refers to humanoid creatures on foot; when fighting mounted or non-humanoid creatures, refer to the sections *Mounted Opponents* and *Non-Humanoid Opponents* as appropriate.
3. Hits cause *damage* on the target. To determine how much, roll a D6, *add* the attacker's *Strength* and *Deduct* the victim's *Toughness*.
4. Deduct the value of any *armour* from the amount of *damage* to give the actual damage caused. So, for example, a character wearing a helmet worth one point of armour is hit on the head for three points of damage, which equals 3 - 1 = 2 points of damage caused.
5. The damage received is deducted from the target's Wounds characteristic. A separate space is given on the record sheet for players to record Wounds. As Wounds may be recovered later, it is messy and rather inconvenient to alter the Wounds column of the profile itself. Any critical hits are noted.
6. The effect of any critical hits is resolved on the Critical Hit Chart appropriate for the body area struck.
7. If the attacker has more than 1 attack, repeat 1-6 above for each blow in turn.

•TO HIT MODIFIERS•

In some situations, it can be easier or more difficult to hit an opponent, for various reasons. The chart below lists the most common instances, but there will be many other situations during the course of a game when the gamesmaster will wish to modify a character's chance to hit an opponent. You should feel free to impose modifiers as you see fit, taking the examples below as guidelines:

Charging	+10	A character who initiates combat during that round by charging receives the +10 hit bonus for that round only.
Advantage of Ground	+10	Characters who are higher up than their opponents - standing on a table, at the top of a flight of stairs or on a sharp rise of ground, for example - can claim this bonus. It cannot be claimed just because one character is taller than another.
Winning	+10	If a character won the previous round of combat against the same opponent, include this +10 bonus (see *Winning and Losing* - below).
Obstacle	-10	Opponents behind a hedge, wall or similar obstacle, are harder to hit. In some cases they will be impossible to hit, but assuming that combat is possible, include a -10 penalty.
Using a Weapon Wrong-handed	-10	Characters are assumed to be right-handed unless the player states otherwise during the generation stage and makes the appropriate note. Blows struck with the left hand suffer this penalty. This does not apply if a character has the Ambidextrous skill.
Unarmed	-20	Creatures which normally use weapons suffer this penalty when trying to kick, punch, etc. This does not apply to creatures with normal unarmed attacks, such as bite, claw, etc, or to characters with unarmed combat skills such as Street Fighter and Wrestling.

•PRONE AND STATIC TARGETS•

Targets which are not moving are considerably easier to hit than targets that are dodging, weaving and hitting back. *Prone* and *static* targets, such as doors, treasure chests, sleeping or unconscious enemies, can be hit automatically, and damage caused is *doubled*. When attacking a *prone* or *static* creature, characters can choose the body area they wish to strike, and hit it automatically.

•PARRYING•

Any character carrying a suitable weapon may attempt to parry against a damaging blow. Roll a D100 - if the score is *less than* the parrying character's Weapon Skill, then D6 damage has been stopped by the parry.

Characters who attempt a parry lose their next attack *whether or not the parry succeeds*. Characters can attempt to parry as many blows in a round as they have Attacks, but each parry attempted uses up one Attack. Characters can only attempt to parry each individual blow once - a character with 2 Attacks cannot parry twice against the same blow.

Weapons suitable for parrying are:

One- and two-handed swords, maces, axes, flails with handles, shields, spears, staffs and all *parrying weapons* - bucklers, sword-breakers, left-handed daggers, etc.

Characters are allowed to parry with shields, even though shields are normally treated as armour. This does not affect the armour value of the shield in any way. Because shields are fairly large and cumbersome, characters parrying with a shield lose *all* of their following attacks. However, the size of a shield, and its ability to absorb punishment, does mean that the parry stands a better than average chance of success. Characters parrying with a shield may add +20 to their WS for purposes of the parry.

Creatures controlled by the GM do not usually parry, but those with an Intelligence of over 30 may parry if you wish.

Example
Clem Shirestock is escorting a merchant caravan through bandit country. One night, as he is patrolling in the darkness just outside the perimeter of the camp, a nervous guard mistakes him for a bandit and attacks him

The GM rolls the dice for the guard, and determines that 5 points of damage are caused by the attack. Clem's player decides that he will parry the attack with his sword - after all, he doesn't want to kill the guard - and rolls a D100. Clem's Weapon Skill is 38, and the dice score 34 - a successful parry. A D6 determines that 4 points of damage were stopped, leaving only 1 point to be deducted from Clem's Wound Scores.

•UNARMED COMBAT•

Blows: Creatures which normally use weapons may fight unarmed but are less effective. They suffer a -20 penalty to hit and a -2 penalty on the damage they cause.

Armour: Unarmed combat damage is also modified by armour.

If the target is wearing metal armour, the armour value is doubled; 1 point of armour counts as 2 points, 2 as 4, etc.

If the target is wearing leather armour, 1 point is added to the armour value; 1 point of armour counts as 2, 2 as 3, 3 as 4, etc.

Grapples: An unarmed character may elect to *grapple* rather than cause damage. The -20% modifier to WS still applies (unless the character has Wrestling skill). If the attack is sucessful, the opponent must make a successful Dexterity test or be immobilised in a hold.

Once the opponent is held, both characters count as *prone* targets, and neither may undertake any action except maintaining or resisting the hold. The holder has the option to loose the hold at any time, but while the hold is maintained each combatant must make a Strength test every round:

If both combatants succeed or both fail, the hold is maintained for that round, and nothing else happens.

If the holder succeeds and the held character fails, the holder has the option to apply pressure, causing damage as for a normal blow.

If the holder fails and the held character succeeds, the hold is broken and the held character escapes.

•WINNING AND LOSING•

Once the round is over, it is necessary to calculate who is 'winning' each combat. In a straight one-to-one fight, the character causing the most damage is deemed to be winning - the other character is said to be losing. A character who is winning a combat gains a +10 attack modifier on the following round only.

This still applies where a single character is fighting more than one opponent. Characters can only be said to be winning if they have caused more damage in total than they have received. Where the amount of damage caused/received is equal (or none) neither side is winning.

Characters winning a combat can be assumed to be forcing their opponent(s) into a defensive posture, being beaten back before a hail of blows. To indicate this, the model representing the losing character is moved away from the winning character by two yards (ie, the model is moved 1"). The opponent has not turned and run away, but has stepped or shuffled back in the face of the onslaught. If it is not possible to move back, then the model remains stationary, but is still losing.

Characters who are winning a combat may *press the attack* by following their retreating opponent, in which case the model(s) is moved at the beginning of the next round (irrespective of turn order) so that both models are still in base-to-base contact again. The winning character does not have to press the combat, but can move away or perform other actions - there is no penalty for this. If the winner decides not to press his attack, the losing character is temporarily thrown off-guard, and may not do anything in the remainder of that round other than turn to meet a fresh attack.

•FLEEING•

Characters may flee combat voluntarily, or may be forced to do so by a critical hit for example. Characters who are forced to flee combat do so on the next round, in their normal individual turn - but are considered to be fleeing from the moment the result is rolled. For characters to flee of their own volition, the player must have declared that the character is doing so at the beginning of the round, and the character is considered to be fleeing from that moment.

Fleeing characters turn their back to the enemy and move directly away from the combat. The move can be at *cautious, standard* or *run* rate - but is intended to place the character beyond harm and so will usually be a run. Many of the critical hit chart flee instructions specify a move rate - usually cautious. Whatever the move rate, the character may do nothing else that round.

Any characters or creatures fleeing from combat are open to attack. Each opponent may strike one blow at their back, no matter how many Attacks they have, and regardless of normal turn sequence. These 'free' attacks are resolved normally, with a +10 bonus for winning. Since the target's back is turned, no parrying may be attempted, and shields provide no protection. Other armour gives protection as normal.

During the round in which an opponent flees, the victor must remain stationary - or at least do no more than turn to meet a fresh charge (assuming the character has not now been *surprised*), or continue to fight normally if engaged by another opponent. The attack against the fleeing character is free, and the victor may make the normal number of attacks against any other opponents.

•WEAPONS•

There are many different kinds of weapons, but they all tend to have the same basic purpose and very similar effects. The effect of most weapons is dependent on the individual skill of the wielder rather than on some property of the weapon itself. However, some weapons are especially difficult to use, and these are called *specialist weapons*. Specialist weapons can only be successfully employed by characters with the appropriate Specialist Weapon skill. Unskilled characters attempting to use specialist weapons are considered to have a WS of 10, and the gamesmaster can impose a Risk test or some other penalty if there is any chance of the unskilled character being hurt. Weapon modifiers are summarised in the table below.

Ordinary weapons include the following:

Hand Weapon: This broad class includes one-handed axes, swords, clubs, maces and hammers. These weapons are all comparable in use and effect, and no distinction is made between them in the rules.

Knife/Dagger: Knives and daggers have blades less than 18" long, and usually about 6". They are easy-to-use, but cause less damage than a sword.

Spear: Spears comprise a pointed head mounted onto a shaft. Spears up to 6' long can be thrown as well as used to thrust and stab. Spears give their user a slight edge in combat so long as the opponent does not slip past the spear point. They are also useful for keeping mounted or aerial opponents at bay.

Improvised: Where would our adventurers be without bottles, chair legs, crockery, stuffed animals, etc? If they can pick something up, they can hit somebody with it! Improvised weapons are poorly balanced, and cause less damage than proper weapons.

Specialist weapons include the following:

Hand-and-a-half Sword or **Bastard Sword:** This is a large sword, capable of being used either in one hand, or in both hands like a double handed sword. Although a relatively slow and clumsy weapon, it causes considerable damage.

Double-handed Weapon: As with hand weapons, this is a large category which includes a variety of two-handed weapons,

all of which have comparable effects. Swords, axes, maces, flails, hammers and picks all have two-handed versions. Note that two-handed flails require both Specialist Weapon - Flail Weapons and Specialist Weapon - Double-handed Weapons skills to use properly.

Halberd: The halberd is a heavy bladed pole-arm that combines the effects and appearance of a spear and double-handed axe. It is difficult to use but very effective.

Quarter Staff: The staff is a useful weapon in the hands of a skilled character, and has the advantage of not appearing to be a weapon at all!

Flail: The flail consists of one or more pieces of heavy chain fixed to a handle. Some flails incorporate spiked balls to add to the effect, and are known as morning stars. They are difficult weapons to use, clumsy and dangerous, but very deadly indeed. A double-handed flail is a larger, and even more clumsy version of the single-handed flail.

Rapier: The rapier, or foil, is a lightweight sword intended for fencing. It is a very deft and agile weapon in the hands of an expert.

Buckler: The buckler is a very small shield used both to parry an opponent's blow and offensively to smash or stab. Many bucklers have spikes or heavy studs for just this purpose.

Left-hand Dagger: This is a long dagger, used in the left hand. It is popular with Duellists, and can be used either to parry or attack.

Sword-breaker: This is a variant of the left-hand dagger, fitted with a heavily serrated edge intended to catch and break an opponent's blade. Successful parries made with this weapon will snap an opponent's sword or dagger if the wielder makes a successful Strength test. Broken swords count as daggers, and broken daggers count as improvised weapons.

Lance: The lance is a long, weighted spear, used only from horseback. It is a powerful weapon in the charge, but too large and clumsy for protracted combat.

Net: Nets are made from a heavy cord or rope, and are often used to deflect blows or to confuse or entangle an enemy. They can be used in hand-to-hand combat or thrown up to four yards. In close combat they can be used either as shields (in which case they count exactly as shields), or to *entangle* an opponent. Only a single creature may be hit, and creatures which are hit are entangled unless they make a successful Initiative test. Entangled creatures count as *prone* targets for further hits, and may not attack, although they may attempt a Dexterity test each round to disentangle themselves, or a Strength test to burst their way out of the net. This class of weapon also includes heavy cloaks, which may be used in a similar way.

Fist Weapon: There are a variety of fist weapons, including mailed fists, knuckle-dusters and meat-hooks. For general purposes, these weapons all have the same effect. Combat with fist weapons is conducted as normal *Unarmed Combat*, but the penalties are halved, giving a -10 attack modifier and a -1 damage modifier.

Although not strictly fist weapons, garottes and other strangling weapons have the same attack modifier (although their wielders will normally have the advantage of *surprise*). If the attack is successful, the damage is calculated with the normal -1 modifier, but no further attack rolls need be made - damage is caused automatically each round until the victim is dead, or until the victim escapes by making a successful Strength test.

Whip The whip is a dangerous weapon in the hands of a skilled character, and possibly even more dangerous in the hands of an unskilled character. It does not cause a large amount of damage but it can *entangle* an opponent on a successful hit.
Only a single creature may be hit, and creatures which are hit are entangled unless they make a successful Initiative test. Entangled creatures count as *prone* targets for further hits, and may not attack, although they may attempt a Dexterity test each round to free themselves.
The whip's range is five yards.

· WEAPON MODIFIERS ·

Weapon modifiers are optional to the main rules. Do not use them if you feel they would slow down the game, or make procedures over-complex. An experienced GM and players may find them useful.

The following chart lists the modifiers for a range of weapons. The modifiers are as follows:

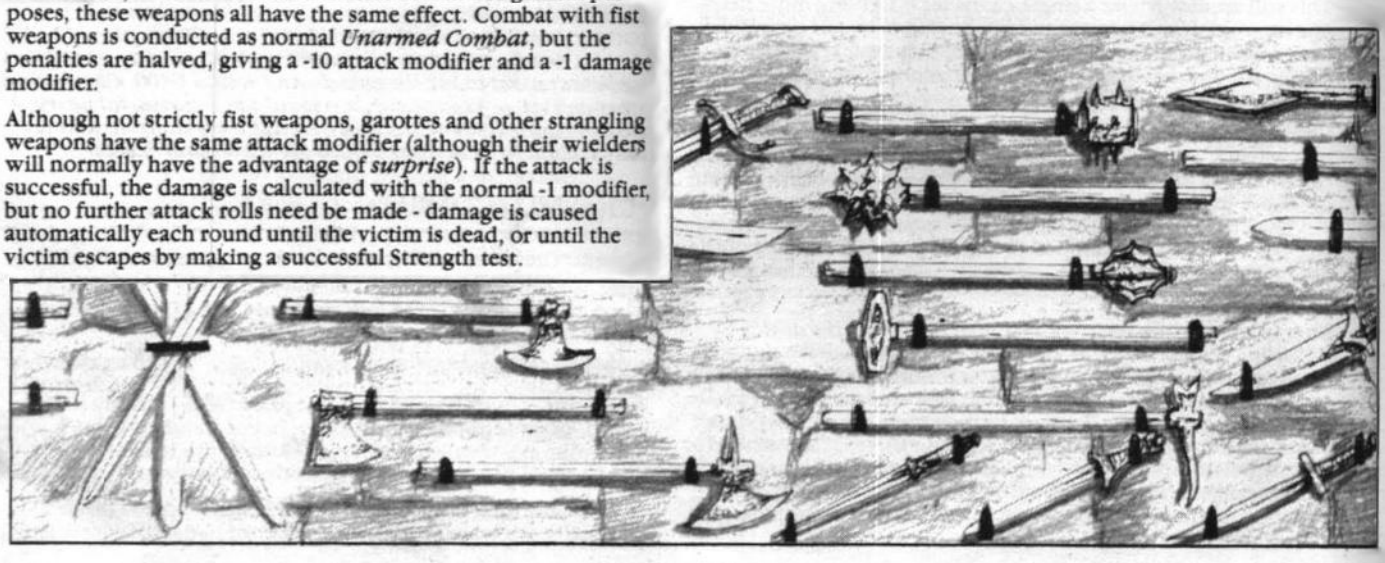
Initiative modifies the attacker's Initiative when calculating order within the round

To Hit modifies the attacker's Weapon Skill

Damage modifies the weapon's Damage roll

Parry modifies the opponent's Weapon Skill when parrying the weapon's blow

Weapon	Initiative	To Hit	Damage	Parry
Hand Weapon	—	—	—	—
Knife/Dagger	+10	—	-2	-20
Spear*	+10/+20	+10**	—	—
Improvised Weapons	-10	—	-2	+10
Bastard Sword	-10	—	+1	—
2-Handed Weapon	-10	—	+2	—
Halberd*	+10/+20	-10/0**	+2	—
Fist Weapon	—	-10	-1	—
Quarter Staff	—	—	-1	—
Flail	—	-10	+1	-10
2-Handed Flail	-20	-20	+3	-10
Rapier	+20	—	-1	—
Buckler	—	—	-2	+20
Left-handed Dagger	—	—	-2	-10
Sword-breaker	—	—	-2	-10
Lance***	+20	+10	+2	-20
Net	—	-10	—	-10
Whip	—	-10	-2	-20



·ARMOUR·

Armour absorbs damage. When characters are hit, the number of Wounds caused is reduced by any armour they are wearing on the body area struck. A record of any armour worn should be kept on the character sheet together with any associated reductions to movement (see *Armour and Encumbrance*).

·BODY AREAS AND ARMOUR·

The chart below lists the various common types of armour and indicates which body areas they will cover. Shields cover all areas, not because they are big, but because they are mobile.

Note down on your character record sheet any armour that your character is wearing, and add up the number of *armour points* for each body area. Note that characters may not wear more than one of any piece of armour - a character cannot wear two helmets, two mail coats, etc!

— A character *can* wear leggings as well as having a mail coat - which gives two armour points on the legs. At the GM's option a character may suffer a -10 penalty to I when doing so.

— A character *can* wear a metal breastplate on top of a mail shirt or coat - which gives two armour points to the body.

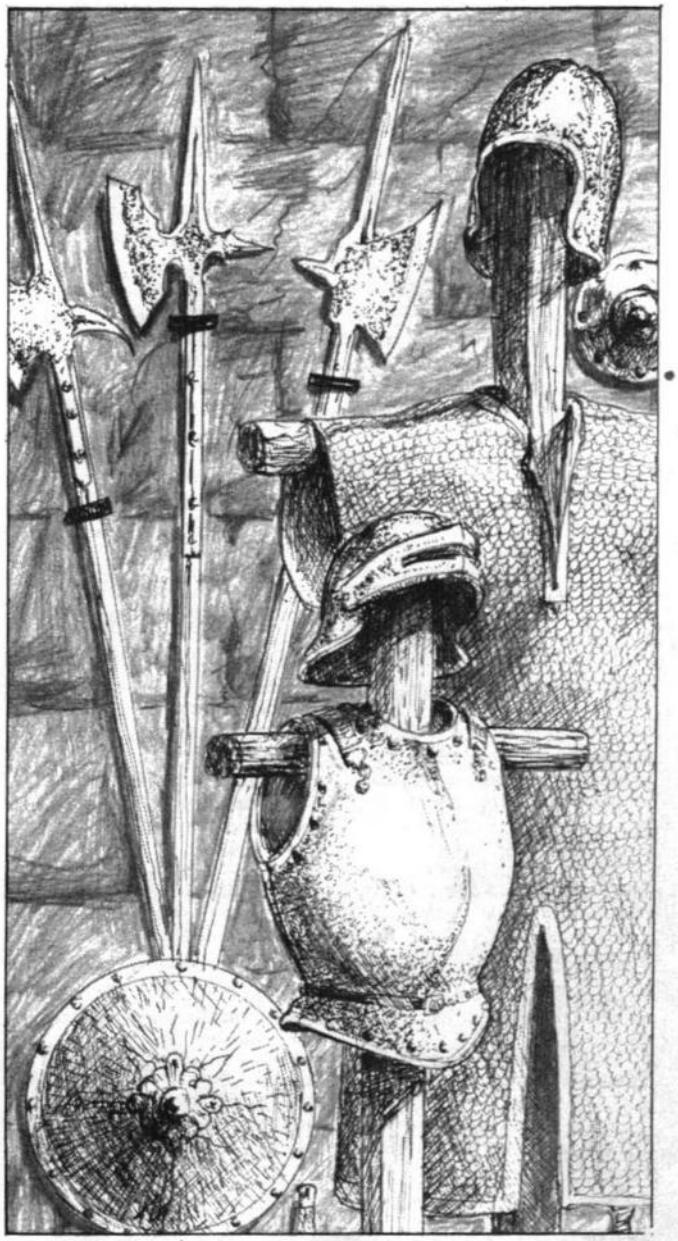
— A character *can* wear a helmet on top of a coif - which gives two armour points on the head.

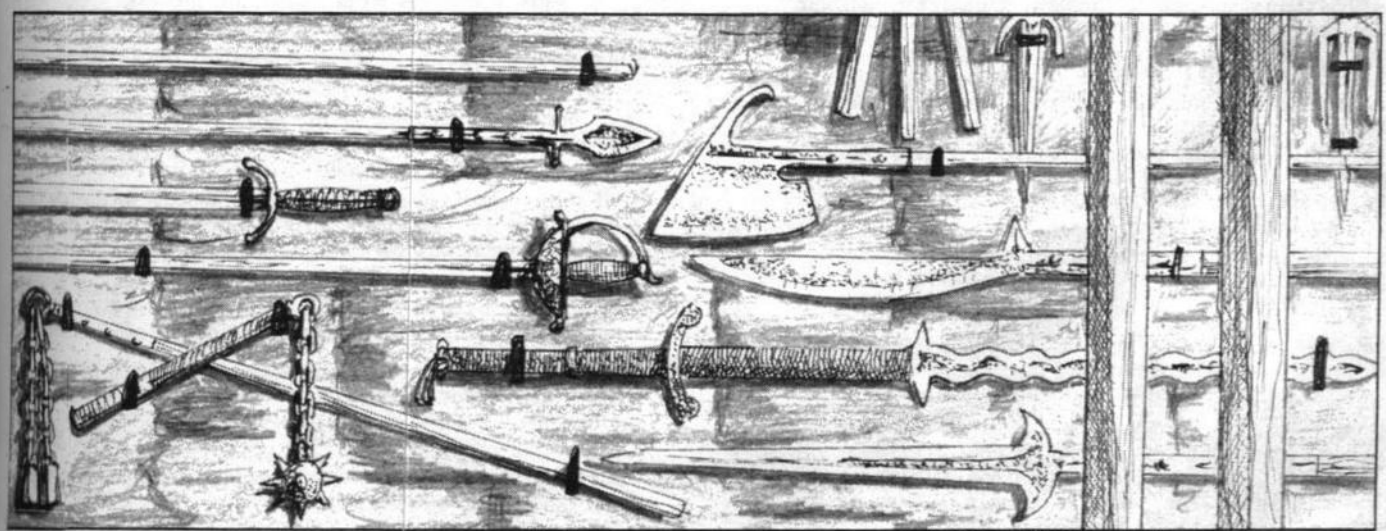
—A character *can* wear plate arm bracers over a sleeved mail shirt or coat, or over mail arm bracers - which gives two armour points on the arms. At the GM's option, a character may suffer a -10 penalty to I when doing so.

These are the *only* cases in which pieces of armour can be worn over one another.

Armour Type	AP	Area Covered	Armour Type	AP	Area Covered
Shield	1	All	Breastplate	1	Body
Mail Shirt	1	Body	Plate or Mail Arm Bracer	1	Arm
Sleeved Mail Shirt	1	Body/Arms	Plate or Mail Leggings	1	Leg
Mail Coat	1	Body/Legs	Helmet	1	Head
Sleeved Mail Coat	1	Body/Arms/Legs			
Mail Coif	1	Head			

* Spears and halberds receive a +10 Initiative bonus during the first round of combat and during subsequent rounds if the user is winning. If their opponent is mounted, they receive a +20 Initiative bonus during the first round of combat and subsequent rounds if winning.
** Against aerial combatants only.
*** The lance is only fully effective when mounted and *charging*. In all other circumstances the butt end of the lance is used with the same effect as a hand weapon.





•LEATHER ARMOUR•

Poorer characters may not be able to afford expensive metal armour, in which case they can make do with quilted, padded or leather armour. Armour of this kind is quite effective at stopping minor damage by deflecting cuts or absorbing the impact of light blows. However, it is less effective at stopping heavy blows or penetrating thrusts. To reflect this, leather armour is given variable armour points - written as 0/1. This means blows causing *up to 3* points of damage are reduced by 1, but blows causing *4 or more* damage points are not reduced at all. So, a character wearing a leather jack and hit on the body by a blow causing two points of damage would reduce the damage to one because of the armour - but if the same character had been hit for five points, the armour would have given him no protection.

Armour Type	Armour Points	Area Covered
Leather Jerkin	0/1	Body
Leather Jack	0/1	Body/Arms
Leather Coif	0/1	Head

Leather armour worn underneath metal armour confers no additional protection; it merely affords a greater level of comfort protecting the wearer from the chafing of bare metal.

•ADDITIONAL DAMAGE•

Sometimes, a lucky or powerful blow will penetrate right to the very vitals of a target, causing greater than normal damage or even death. When any creature rolls a 6 on the damage die (before all modifications), there is a possibility that such a blow has been struck.

The player rolls a D100 a second time; if the number rolled is *equal to or less than* the character's Weapon Skill, additional damage has been caused. Another D6 is rolled and the result added to the first die roll.

If the second die roll is also a 6, don't make another WS test, merely roll another D6 and so on until a number less than 6 is scored.

The total damage is modified in the usual way, adding strength and deducting Toughness and armour to get the damage caused. Additional damage is only caused on an unmodified roll of '6'. A character cannot use Luck skill to cause additional damage.

•CRITICAL HITS•

A target can absorb damage up to its Wounds total without penalty. This characteristic represents a 'buffer level', and only once this has been destroyed is real damage incurrerd. Damaging blows which exceed a character's Wounds total are referred to as *critical hits* and often incapacitate or kill the target. The *Critical Hit Chart* is used to determine the effects of such a blow. For example, 5 points of damage caused to a character with only 2 remaining Wounds reduces the character's Wounds to zero and causes a +3 *critical hit*.

When a character takes a *critical hit*, consult the appropriate column of the *Critical Hit Chart* and roll D100 to determine the critical efect. The number of the critical effect can then be referred to in the appropriate *Critical Effects* list.

Once a character's Wounds total reaches zero, it never goes below this figure - all additional wounds are checked on the *critical hit* table. Occasionally a character will receive a critical hit that results in him or her taking additional Wounds per round until medical attention is received. Each round, the GM determines the number of wounds received, and then refers to the *Sudden Death Critical Hit Table*. This table results in either instant death or no effect. A character receiving a *no effect* result is still suffering from the original critical hit, and the GM must check the character's fate each round, until medical assistance is received - ie a character with Heal Wounds skill successfully performs first aid. *Note:* Wounds received in this way are not **cumulative** - the character's Wounds total stays at zero, and all subsequent damage is simply an indication of the column to be checked on the *Sudden Death Table*, for that round.

•CRITICAL HIT CHART•

	Critical Value					
D100 roll	**+1**	**+2**	**+3**	**+4**	**+5**	**+6 or more**
01-10	1	3	5	7	11*	14*
11-20	2	4	6	9*	13*	15
21-30	3	5	8*	14*	16	16
31-40	4	7	10*	13*	15	15
41-50	5	9*	14*	16	16	16
51-60	7	12*	15	15	15	15
61-70	9*	16	16	16	16	16
71-80	11*	15	15	15	15	15
81-90	16	16	16	16	16	16
91-00	15	15	15	15	15	15

** The victim must flee combat if it is possible to do so - see **Fleeing Combat***

•CRITICAL EFFECTS•

ARM

1 Your opponent pulls the arm back to avoid serious injury, but drops anything held in that hand in the process.

2 Your blow skins your opponent's knuckles, painfully but not seriously. The arm may be used normally, but anything held in the hand is dropped.

3 Your blow strikes your opponent's hand, incapacitating the hand for the next round only and causing any object held in the hand to be dropped.

4 Your blow strikes your opponent's hand, dislocating the wrist. Anything held in that hand is dropped, and the hand is incapacitated until medical attention is received.

5 Your blow strikes your opponent's hand, shattering the fingers. Anything held in that hand is dropped, and the hand is incapacitated until medical attention is received.

6 Your blow strikes whatever your opponent is holding in that hand (generally a weapon or shield), shattering it completely. The object is destroyed, and the limb is numbed and incapacitated for D6 rounds.

7 Your blow misses your opponent's head by a fraction of an inch, striking the shoulder and dislocating it. The arm is incapacitated until medical attention is received.

8 Your blow opens a deep wound in the arm, cutting through muscle and sinew. Anything held in the hand is dropped, and the arm is incapacitated until medical attention is received.

9 There is a sickening crunch as your weapon smashes the bones of your opponent's forearm. Anything held in the hand is dropped, and the arm below the elbow is incapacitated until medical attention is received.

10 There is a sickening crunch as your weapon smashes your opponent's upper arm. Anything held in the hand is dropped, and the arm is incapacitated until medical attention is received.

11 The target's arm is smashed, and an artery is severed. Anything held in the hand is dropped, and the arm is incapacitated until medical attention is received. Additionally, your opponent loses 1 Wound per round until medical attention is received. Roll any further criticals on the *Sudden Death Critical Chart* below.

12 Your opponent stares with horror as blood pumps from the mangled stump of the wrist. Anything held in the hand is dropped (along with the hand itself), and your opponent falls unconscious to the ground, losing D4 Wounds per round until medical attention is received. Roll all criticals on the *Sudden Death Critical Chart* below.

13 Your blow tears off your opponent's arm at the elbow, splintering bone and mangling flesh. Your opponent collapses and may do nothing until medical attention is obtained. D4 Wounds are lost per round meanwhile. Roll all criticals on the *Sudden Death Critical Chart* below.

14 Your blow tears off your opponent's arm at the shoulder. Your opponent collapses and may do nothing until medical attention is obtained. D6 Wounds are lost per round meanwhile. Roll all criticals on the *Sudden Death Critical Chart* below.

15 Your blow destroys your opponent's shoulder joint almost totally - the arm hangs limply, a mass of tattered and pulpy flesh with protruding fragments of bone. By chance, one of the bone splinters has severed a major artery, and after a fraction of a second your opponent collapses, with blood pouring out from the ruins of his shoulder. Death from shock and blood loss is almost instantaneous.

16 Your blow smashes through the arm and into the chest, caving in one side of the ribcage. The arm is completely destroyed, and blood showers yourself and your opponent. Your opponent collapses dying almost instantly from shock and blood loss.

HEAD

1 Your opponent ducks as your weapon whistles past the side of his head, saving his life, but losing the tip of one ear, which is torn off. Your opponent may make no attacks in the next round, but may parry; thereafter combat proceeds as normal.

2 A glancing blow stuns your opponent, who may do nothing except parry in the next round.

3 Your blow stuns your opponent, who may do nothing except parry for the next D4 rounds.

4 Your blow stuns your opponent, who is dazed and may do nothing at all for the next round.

5 Your blow stuns your opponent, who is dazed and may do nothing at all for the next D4 rounds.

6 Your opponent is knocked down and dazed, will count as prone for the next round, and may do nothing except parry for the next D4 rounds while climbing back upright.

7 Your blow opens a flesh wound in your opponent's scalp - beneath any helmet. Scalp wounds are notorious for bleeding, and blood flows down into your opponent's eyes, giving a -10 modifier to 'to hit' rolls until medical attention is received.

8 Your blow strikes your opponent's jaw, breaking the jawbone and causing the loss of several teeth. Dazed by the shock, your opponent may do nothing except parry for the next round; thereafter, the pain and the necessity to spit out blood and teeth cause your opponent to attack at -10 until medical attention is received.

9 Your blow destroys one of your opponent's eyes (determine which one randomly, if necessary). Your opponent may do nothing at all next round, and attacks at -10 until medical attention is received. Any sight-related skills are lost, including Night Vision bonuses, and BS is reduced by 20 points (subject to a minumum score of 5).

10 Your opponent is concussed, and may do nothing for D4 hours or until medical attention is obtained.

11 Your opponent is severely concussed, and may do nothing for D10 hours or until medical attention is obtained. Additionally, your opponent must test against Toughness or lose 10 points from each percentage characteristic as a result of lasting brain damage.

12 Your blow ruptures your opponent's carotid artery, and both of you are drenched in a fountain of blood. Your opponent collapses, and will bleed to death in D4 rounds unless medical attention is received.

13 Your blow strikes the point of your opponent's jaw, forcing the jawbone upwards and into the lower part of the brain. Your opponent collapses and will die in D6 rounds unless medical attention is received. If the medical attention is successful, your opponent must test against Toughness or lose 10 points from each percentage characteristic as a result of lasting brain damage.

14 Your blow hits the neck, smashing the vertebrae. Your opponent falls to the ground, twitches for a couple of seconds, and then lays still.

15 Your blow shatters your opponent's skull. Death is instantaneous.

16 Your opponent's head flies off in a random direction, landing 2D6 feet away.

BODY

1 Your blow crashes into the chest. Winded, your opponent may do nothing except parry in the next round.

2 Your blow strikes the groin. Doubled up in agony, your opponent may do nothing at all for the next round.

3 Your blow strikes the chest. Knocked to the ground, your opponent may only parry for the next D4 rounds until back upright.

4 Your blow lands with some force in the groin. Your opponent is knocked to the ground, dropping any hand-held object, and may do nothing except parry with a shield (if applicable) for the next D4 rounds until upright again.

5 Your blow lifts your opponent into the air and then to the ground. Your opponent is stunned for D4 rounds, counting as a prone target, and may only parry for another D4 rounds until back upright.

6 Your blow smashes several ribs. Your opponent may do nothing for the next round, and attacks at -10 until medical attention is received.

7 Your blow smashes your opponent's collar-bone. The pain reduces all characteristics by 1 or 10 points as appropriate until medical attention is received.

8 Your blow fractures your opponent's hip. The pain reduces all characteristics by 1 or 10 points as appropriate, and movement allowance is halved until medical attention is received. Your opponent must test Initiative each round or fall over (counts as a prone target, may only parry for the next D4 rounds until upright). Skills such as Acrobatics, Dance, Flee, Trick Riding, and Scale Sheer Surface are lost until medical attention is received.

9 Your blow strikes the abdomen, and your opponent collapses unconscious, losing 1 Wound per round through internal bleeding until medical attention is received.

10 Your opponent's ribs are shattered, and a shard of bone is driven into one lung, causing it to collapse. Your opponent falls unconscious, losing D4 Wounds per round through internal bleeding until medical attention is received. Even then, your opponent will be totally incapacitated for at least 10 weeks, and loses 1 point of Toughness permanently.

11 Your blow smashes into your opponent's abdomen, causing internal injuries. Your opponent falls to the ground in extreme pain, only able to parry, and must test Toughness each round or pass out. Medical attention will allow movement at half the *cautious* rate, and all characteristics are halved for 3D6 weeks. Any skills involving movement of any kind are lost until a full recovery is made.

12 Your blow crunches into the spine. Knocked to the ground, your opponent may do nothing until medical attention is received, and must test against Toughness or be permanently paralysed from the waist down.

13 Your blow shatters the pelvis. Your opponent falls to the ground, and may only parry. The pain halves all characteristics, and D4 Wounds are lost per round through internal bleeding until medical attention is received. Recovery takes 10 weeks, and skills involving movement of any kind are lost until a full recovery is made.

14 Your blow caves in your opponent's chest, rupturing several internal organs and causing death in a matter of seconds.

15 Your opponent's abdominal cavity ruptures, spilling entrails over a wide area. Death is instantaneous.

16 Your blow smashes your opponent's spine and abdomen, tearing muscle and shattering bone so that your opponent falls to the ground in two separate places.

LEG

1 A glancing blow to the calf makes your opponent stumble, dropping any hand-held object unless a successful Dexterity test is made.

2 Your blow trips your opponent, who may only parry for the next round.

3 Your blow knocks your opponent to the ground, jarring any hand-held object loose unless a Dexterity test is passed. Your opponent may only parry for the next D4 rounds until back upright, and then only if still in possession of a weapon or shield.

4 Your blow numbs your opponent's leg. Movement allowance and Initiative are halved for D4 rounds.

5 Your blow strikes the target's ankle, dislocating it. Movement allowance and Initiative are halved until medical attention is received; your opponent must pass an Initiative test or be knocked down (see 3 above).

6 Your blow strikes your opponent's hip, dislocating the leg. Movement allowance and Initiative are halved until medical attention is received; your opponent must pass a test on half Initiative or be knocked down (see 3 above).

7 Your blow strikes the target's shin, shattering the bones. Your opponent is knocked down (see 3 above), and movement allowance and Initiative are halved until medical attention is received.

8 Your blow opens a deep wound in the leg, cutting through muscle and sinew. Your opponent is knocked down (see 3 above), and loses 1 Wound per round from heavy bleeding. Roll all criticals on the *Sudden Death Critical Chart* below.

9 The target's thigh is smashed, and an artery is severed. Your opponent falls to the ground (see 3 above), and may only rise when a successful Initiative test is made. Additionally, the target loses 1 Wound per round until medical attention is received. Roll all criticals on the *Sudden Death Critical Chart* below.

10 There is a sickening crunch as your weapon smashes the bones of the target's hip and thigh. Your opponent is swept to the floor (see 3 above), dropping anything handheld, and loses D4 Wounds per round until medical attention is received. Roll all criticals on the *Sudden Death Critical Chart* below. Your opponent may only stand and walk if supported by at least one other character.

11 Your opponent stares with horror as blood pumps from the mangled stump of the ankle, then falls unconscious to the ground, losing D4 Wounds per round until medical attention is received. Roll all criticals on the *Sudden Death Critical Chart* below.

12 Your blow tears off your opponent's leg at the knee, splintering bone and mangling flesh. Your opponent collapses and may do nothing until medical attention is obtained. D4 Wounds are lost per round meanwhile. Roll all criticals on the *Sudden Death Critical Chart* below.

13 Your blow shatters the pelvis. Your opponent falls to the ground (see 3 above). The pain halves all characteristics, and D4 Wounds are lost per round through internal bleeding until medical attention is received. Roll all criticals on the *Sudden Death Critical Chart* below. Recovery takes 10 weeks, and skills involving movement of any kind are lost until a full recovery is made.

14 Your blow tears off your opponent's leg at the hip. Your opponent collapses and may do nothing until medical attention is obtained. D6 Wounds are lost per round meanwhile. Roll all criticals on the *Sudden Death Critical Chart* below.

15 Your blow destroys your opponent's hip joint almost totally - the leg hangs limply, a mass of tattered and pulpy flesh with protruding fragments of bone. By chance, one of the bone splinters has severed a major artery, and after a fraction of a second your opponent collapses, with blood pouring out from the ruined hip. Death from shock and blood loss is almost instantaneous.

16 Your blow smashes through the leg and into the pelvis, caving in the lower abdomen. Blood showers yourself and your opponent. Your opponent collapses dying almost instantly from shock and blood loss.

•SUDDEN DEATH CRITICAL HIT SYSTEM•

It is not always convenient to work out the critical hit details for each and every creature. The gamesmaster may prefer to use the *Sudden Death Critical Hit Chart* below. This has only two effects - *kill* (K) and *no effect* (NE) - and is quicker to use, if less detailed. Use it exactly as you would the *Detailed Critical Hit Chart*, reading the critical score aross the top and your % dice roll along the side. This chart should also be used to resolve non-combat critical damage - for example, from a bleeding wound or fall.

SUDDEN DEATH & CRITICAL HIT TABLE

	+1	+2	+3	+4	+5	+6
0-9%	NE	NE	NE	NE	NE	K
10-20%	NE	NE	NE	NE	K	K
21-30%	NE	NE	NE	K	K	K
31-40%	NE	NE	K	K	K	K
41-50%	NE	K	K	K	K	K
51%+	K	K	K	K	K	K

•STUNS•

Characters may declare that they are *going for a stun* before they strike a blow. They should be aware, however, that unless they have the *Strike to Stun* skill, the chances of successfully stunning an opponent in hand-to-hand combat are minimal. The procedure is basically the same as for normal combat. First, the character must roll to hit - with a penalty of -20 to *WS* if he or she does not have the *Strike to Stun* skill. Next, damage is calculated as normal, except that the hit location of an attempt-stun is always considered to be the head, and thus only head armour and/or shields are taken into account. Note that the victim will *not* lose any *Wound* points, unless the result of the D6 damage roll is a natural 6. In this case, additional damage must be calculated as normal (see *Additional Damage* - above). Only the additional damage is subtracted from the victim's *Wounds* score which represents the possibility of accidentally hitting someone too hard! The modified result of the first D6 roll (ie, D6 plus *Strength* minus *Toughness* and any Head Armour/Shield) is then multiplied by 5 to give a percentage chance of inflicting a stun. If the attacking character has the *Strike to Stun* skill, this chance is increased by +20. Note that if a character has the opportunity to sneak up on someone from behind, the chances are greatly improved — the victim may, at the GM's discretion, be treated as a *Prone* or *Static* target, and is thus hit automatically and the chance of being stunned is doubled. The number of minutes for which a stunned character will remain unconscious is determined by rolling a number of D10. The number of dice to be rolled is equal to 10 minus the victim's *Toughness*.

•MOUNTED COMBAT•

Striking Mounted Targets: Will a blow strike a mount or rider? This will depend on the relative heights of the creatures involved. The question can be resolved fairly easily using a D100:

Attacker	Horse-sized Mount		Larger mount	
Creature less than 10′ tall	Rider	01-20	01-40	Rider
	Mount	21-00	41-00	Mount
Creature 10′ or more	Rider	01-50	01-50	Rider
	Mount	51-00	51-00	Mount
Rider on Mount	Rider	01-50	01-50	Rider
	Mount	51-00	51-00	Mount

In combats where both sides are mounted, and where the mounts also have attacks, the mounts will also have two potential targets. In such a case the mount follows this procedure but adds 10% to all rolls. It is harder to attack a higher target with the additional weight and encumbrance of a rider.

Slain Mounts: Riders whose mounts are slain roll a D100:

01-70 **Dismounted** - may continue to fight on foot with no ill effects

71-90 **Thrown** - calculate damage as for a fall of D4 yards. Rider is thrown in a random direction

91-00 **Trapped under mount** - take one point of damage for each Strength point of the mount. May attempt a Strength test each round to crawl out from under the mount. Until free, trapped riders count as *prone* targets.

•NON-HUMANOID OPPONENTS•

Many of the creatures that appear within the game are basically humanoid, and the normal hit location system can be used where necessary. This also applies to quadrupeds such as horses, arms counting as forelimbs, legs as rear limbs. Other creatures may be basically amorphous, or unlikely to wear armour, in which case it is not necessary to know where a blow lands unless you are applying the injury rules to these creatures.

In other cases the gamesmaster must use his own judgement. Here are some general guidelines for dealing with hit locations on non-humanoid creatures:

Winged humanoid — use humanoid hit location table; 25% of arm hits are on wings, as are 75% of body hits from rear

Octopus — use D10; 1-8 tentacle, 9-10 body

Multiple heads — use hit location tables for basic form; head hits are distributed randomly between heads. A critical hit to a head which would kill a single-headed creature will put the affected head out of action (reducing *Intelligence, Will Power* and possible other characteristics at the GM's discretion), killing the creature only if all heads are destroyed

Flightless bird — use humanoid hit location table; all arm hits become body hits

Snake — use D4; 1-3 body, 4 head

Centaur — use humanoid hit location table; 60% of body hits are on horse body, 40% on humanoid body. Leg hits are always on forelegs unless attack is from rear

Hydra — 90% of hits are on heads (equal chance of each), 10% on body. Reverse percentages if attacking from rear

Tails — Hit locations for tails are not given because tails are usually only liable to attack from the rear. When a tailed creature is attacked from behind, the tail is struck whenever the hit location table indicates a *head* hit.

•ESPECIALLY TALL OPPONENTS•

It isn't easy to hit a giant's head if you are only 3′ tall! Where there is a height difference of 10′ or more, a smaller character may attack only the legs of the target, plus any attacking limb or head. Hits scored on other parts of the body are re-rolled.

•SPECIAL ATTACKS FROM LARGE CREATURES•

Some large creatures have special attacks which take the form of bites, tail-lashing, etc. Details of these attack forms are given in the **Bestiary**.

•ATTACKS FROM FLYING CREATURES•

Because of the way they move, it is possible for flying creatures to dive into and then climb out of combat all in the same round. Fight a normal round of combat at the point of contact. Attacked characters may always attempt to parry - even if they have already taken their individual turn within the round. Characters may strike back at their attacker only if they have not already taken their individual turn within the round. They can do this even though the flyer may have actually moved on, and is no longer in physical contact during its individual part of the round. It is assumed the two antagonists swap blows as the flyer passes, although Initiative order is observed as normal.

Flying creatures may leave a combat at any time they wish. They are not considered to be fleeing, and do not receive a blow as they leave (as would ground opponents).

This applies only to cases where a flying creature is attacking a creature on the ground - combat between flying creatures is resolved in the same way as combat between grounded creatures.

•MISSILE FIRE•

Missile weapons are used at a distance. They include any weapon which is thrown (eg, axes, darts and spears) or which fires a projectile (eg, a bow, crossbow or gunpowder weapon).

•COMBAT PROCEDURE•

Unlike hand-to-hand combat, characters' Attacks characteristics have *no* effect on the number of missile attacks they may make during a round. Using a missile weapon breaks down into three distinct actions: *Draw/Load, Aim* and *Fire/Throw*. It normally takes one round (ten seconds) to draw/load, aim and fire/throw a missile weapon. Some missile weapons, such as crossbows and gunpowder weapons, take longer to prepare and fire, while the repeating crossbow can fire more rapidly. Load/fire times are specified in the *Missile Weapon Chart*.

Draw/Load: This includes taking an arrow from a quiver or a throwing knife from a bandolier, loading and cocking a crossbow or gunpowder weapon, and so on. In some cases, such as crossbows and gunpowder weapons, loading takes place in a separate round from aiming and firing. These need not be two successive rounds; characters can walk around with loaded crossbows if they wish (see *Carrying Loaded Weapons*).

Aim: Characters firing missile weapons must be able to draw a straight line to their target. They cannot fire around corners or through walls! The target must also be within the range of their weapons. Aiming normally takes place in the same round as firing, although it may take longer if the target is at *extreme* range (see *Firing at Extreme Range*).

Fire/Throw: When a missile is fired or thrown, hits are determined in the same way as for hand-to-hand combat, except for using the Ballistic Skill characteristic in place of Weapon Skill.

To establish whether a shot hits, roll a D100. If the score is equal to or less than the shooting character's Ballistic Skill, the shot has hit. If the die roll is higher than the skill, the shot has missed.

When a character is firing into a group of creatures, and is not trying to strike an individual target, Ballistic Skill is *doubled*, and any hits scored against enemy groups are distributed randomly amongst the possible targets.

•HIT LOCATION•

Hit location is determined in the same way as for hand-to-hand combat.

•DAMAGE•

Damage is determined in the same way as for hand-to-hand combat. The *effective strength* of the weapon is used instead of the *strength* of the creature firing it; this is given in the *Missile Weapons Chart*.

Hits at *long* range cause one less point of damage. Hits at *extreme* range cause two less points of damage. Toughness and armour deductions are made as normal.

Additional Damage: Additional damage is caused in the same way as in hand-to-hand combat.

Critical Hits: Critical hits resulting from missile fire will be rarer than those resulting from hand-to-hand combat. For general purposes, the *Sudden Death Critical System* can be used; the gamesmaster may use the *Detailed Critical System* if desired, although some of the effects may need adapting slightly.

•TO HIT MODIFIERS•

A character suffers certain disadvantageous modifiers under some circumstances - if the target is a long way off, especially small, and so on. Typical modifiers are as follows:

Firing at a small target	-10	Generally, anything under 1′ high and long counts as small target
Firing from a moving mount	-10	Such as a horse or from a wagon
Firing at long range	-10	Target is at long range for the weapon being used, as defined on the *Missile Weapons Chart*
Throwing improvised missile	-10	Such as stones, pottery, chairs, etc
Target in soft cover	-10	The target is partially hidden by vegetation, woods or trees
Target in hard cover	-20	The target is partially hidden by stone or brick work, walls or battlements.
Firing at extreme range	-20	Target is at extreme range for the weapon being used, as defined on the *Missile Weapons Chart*

You can also impose further modifiers at your own discretion.

•ORDINARY AND SPECIALIST WEAPONS•

As with hand-to-hand weapons, missile weapons fall into the two classes of *ordinary* and *specialist* weapons. Specialist weapons can only be used effectively by characters with the relevant *Specialist Weapon* skill; unskilled characters attempting to use a specialist weapon do so with an effective *Ballistic Skill* of 10, and the gamesmaster can impose a Risk test or some other penalty if there is any chance of the character hurting himself by misusing the weapon.

Ordinary weapons include the following:

Short Bow — A small bow used mostly for hunting, or from horseback.

Normal Bow — A normal, arrow-firing bow made from wood, sinew, horn or mixture of such materials.

Crossbow — A bolt-firing crossbow employing a winch, or just brute force, to draw back the string. Such weapons are slow to fire, and clumsy in use, but cause considerable damage.

Javelin — A short spear, specially balanced for throwing.

Spear — Spears can be thrown or retained as a close combat weapon. Once thrown, they cannot be used in combat, although they can be recovered and subsequently reused.

Improvised — Anything that can be thrown is a potential missile. This includes chairs, pottery, bottles, stones and weapons not designed for throwing, such as swords.

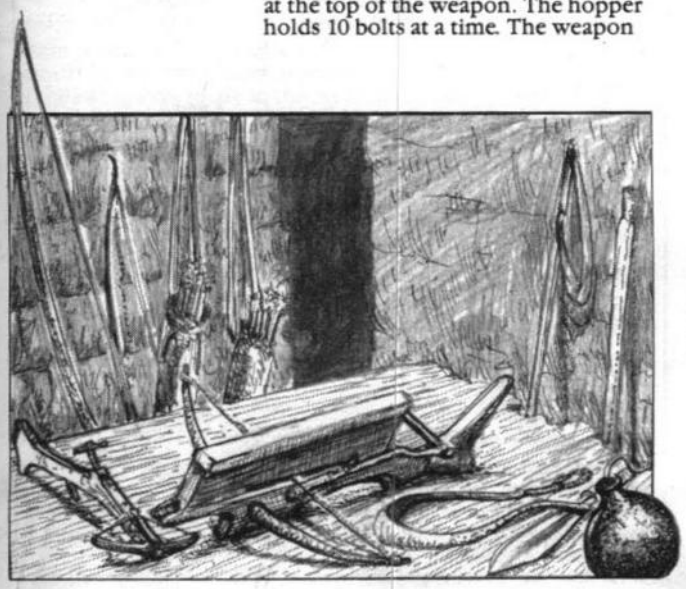
Specialist weapons include the following:

Blowpipe — Blowpipes are not common weapons in the Old World, but are sometimes used by assassins. They fire a small dart, often poisoned.

Long Bow — The long bow is a demanding weapon which requires considerable skill to use. It is however very effective and has a long range compared to normal bows.

Elf Bow — The elf bow is a specialist weapon that does not require specialist weapon skill. It can be used only by Wood Elves - in the hands of another race it counts as a short bow.

Repeating Crossbow — A cunning variation of the crossbow. A lever pulls the string back after each shot, and another bolt is automatically dropped into place from a hopper at the top of the weapon. The hopper holds 10 bolts at a time. The weapon is light, and far less powerful than a normal crossbow. It has no *long* range - all ranges beyond *short* count as *extreme*. It has the advantage of fast firing, and a user can fire two shots per round.



Crossbow Pistol — This is a small crossbow made entirely from steel. It is about the size of a pistol and is used in one hand. The range is short, and the weapon is very slow to load, the string being drawn back by a screw built into the body of the weapon.

Sling — Slings are old fashioned weapons, very simple to make but requiring practice to use effectively.

Staff-sling — The staff-sling is a double-handed version of the sling, resembling an ordinary sling on a pole. The weapon delivers a heavier shot than a sling, but is slow to use.

Throwing Knife — As well as actual throwing knives, this category includes many small missile weapons, all of which have comparable effects. These include darts, throwing axes, sharpened coins, and so on.

Bomb — Bombs are simple hollow shells of ceramic or thin metal containing an explosive. Bombs can be placed (in which case an attack roll is unnecessary), but they are dealt with here because in direct combat they are normally thrown. Fuses can be cut to various lengths, but for most purposes they are treated as being in units of 10 seconds (one round). Bombs affect all creatures (and buildings) within an eight yard radius. A creature throwing a bomb rolls to hit as normal. If the throw misses, roll a D8 and consult this chart.

1	2	3
4	TARGET	5
6	7	8

The separation between the miss locations is 2D6 feet; thus, a result of 1 indicates that the missile has landed 2D6 feet behind the target and 2D6 to the left, a result of 2 indicates that it has landed 2D6 feet directly behind the target, a result of 3 indicates that it has landed 2D6 feet behind and 2D6 feet to the right, and so on.

If the attack roll is failed by 30% or more, no roll is made for miss location; the bomb lands at the thrower's feet.

Bombs are subject to *misfires* - see *Misfires*.

Lasso — The lasso causes no damage but entangles the opponent in a loop of rope. Only a single creature may be hit, and creatures which are caught are entangled unless they make a successful Initiative test. Entangled creatures roll a D6:

1-3	One arm pinned (equal chance of either)
4-5	Both arms pinned
6	Both arms free

A character with both arms free can attack normally, although if the character using the lasso is continually pulling at the rope, the victim receives a -10 modifier on his Weapon Skill. Characters with one arm free can only use that arm, and do so with a -20 modifier on their Weapon Skill. Characters with both arms pinned may do nothing except attempt to escape.

Characters who are entangled by a lasso may attempt a Dexterity test each round to free themselves.

Bolas

Bolas consists of two or three stone or metal weights, joined together by cords. As well as causing damage, a bolas will *entangle* a victim on a successful hit; victims may attempt a Dexterity test each round to free themselves, but count as *prone* targets while entangled. A bolas never causes additional damage, and critical hits are always at -10% on the chart. A negative critical hit result indicates that there is no critical hit.

Pistol

The pistol is a new weapon in the arsenals of the Old World. It is not a weapon manufactured or used in large numbers. Pistols take a long time to load, and require expensive gunpowder. They are subject to *misfires* - see *Misfires*.

Blunderbus

The blunderbus is a larger version of the pistol; it is a cumbersome and ineffective weapon which makes a lot of noise but rarely causes much damage. Like the pistol, it is subject to *misfires* - see *Misfires*.

Incendiaries

Incendiaries, or Molotov Cocktails, are glass or ceramic containers filled with an inflammable liquid. The neck of the container is stopped with a piece of rag, which is lit just before the incendiary is thrown. If the throw misses, roll a D8 and consult this chart.

1	2	3
4	TARGET	5
6	7	8

The separation between the miss locations is 2D6 feet; thus, a result of 1 indicates that the missile has landed 2D6 feet behind the target and 2D6 to the left, a result of 2 indicates that it has landed 2D6 feet directly behind the target, a result of 3 indicates that it has landed 2D6 feet behind and 2D6 feet to the right, and so on.

If the thrower misses the attack roll by 30% or more, no roll should be made for miss location; the incendiary lands at his or her feet.

Incendiaries cause fire damage (see *Fire*). If an incendiary causes *additional damage*, there is a 50% chance that the additional damage will be on a location directly adjacent to the location first struck. An incendiary will burn for D4 rounds after it is ignited.

•ARTILLERY•

Bolt Thrower

A bolt thrower is a siege engine designed to throw a projectile like a large crossbow bolt. A character with this *Specialist Weapon* skill may command a bolt thrower. Bolt throwers are normally only used in mass battles, and rules for them may be found in the *Warhammer Fantasy Battle* rules.

Bombard

A bombard is a primative cannon firing an iron ball. A character with this *Specialist Weapon* skill may command a bombard. Bombards are normally only used in mass battles, and rules for them may be found in the *Warhammer Fantasy Battles* rules.

Stone Thrower

A stone thrower is a siege engine, like a mangonel and trebuchet, designed to throw a rock or other heavy projectile like a large crossbow stone. A character with this *Specialist Weapon* skill may command a stone thrower. Stone throwers are normally only used in mass battles, and rules for them may be found in the *Warhammer Fantasy Battle* rules.

•MISSILE WEAPON CHART•

Weapon	Range Short	Long	Extreme	ES	Load/Fire Times
Short Bow	16	32	150	3	1 round
Normal Bow	24	48	250	3	1 round
Long Bow	32	64	300	3	1 round
Elf Bow	32	64	300	4	1 round
Crossbow	32	64	300	4	1 round to load 1 round to fire
Crossbow Pistol	16	32	50	1	1 round to load 1 round to fire
Repeating Crossbow	32	—	100	1	Fires 2 shots a round Magazine holds 10 bolts 8 rounds to refill magazine
Sling	24	36	150	3	1 round
Staff Sling	24	36	200	4	1 round to load 1 round to fire
Javelin	8	16	50	C	1 round
Spear	4	8	25	C	1 round
Dart	4	8	20	C	1 round
Throwing Knife	4	8	20	C	1 round
Throwing Axe	4	8	20	C	1 round
Blowpipe	12	24	50	1	1 round
Lasso	8	16	30	—	1 round to throw 2 rounds to recoil
Bolas	12	24	50	1	1 round
Pistol	8	16	50	3	2 rounds to load 1 round to fire
Blunderbuss	24	48	250	3	3 rounds to load 1 round to fire
Bomb	2	6	10	6	1 round to light fuse and throw
Incendiary	2	6	10	F	1 round to light fuse and throw
Improvised	2	6	10	C	1 round

ES - The *Effective Strength* of the weapon
C - The *Strength* of the thrower should be used in place of the *Effective Strength* of the weapon.
F - This weapon causes normal fire damage; see *Fire*.
Note that the Repeating Crossbow has no long range: any target over short range is taken as *Extreme*.

•TIMEKEEPING•

As most missile fire does not take place within the same sort of close confines as hand-to-hand combat, it is not always convenient to use formal rounds and models to represent it. For example, if a group of adventurers is standing and firing at an advancing group of Goblins, there is little to be gained in going through the process round by round. It is often easier to work out how long it will take for the target to come within combat distance and allow the firers an appropriate number of shots.

For example: the Goblins are approaching our party at the rate of sixteen yards a round, and they start forty yards away. Assuming the party stands still, the Goblins will reach them in three rounds - allowing two rounds of missile fire.

•FIRING AT EXTREME RANGE•

Firing at targets at extreme range will take a whole round longer than normal. This is to allow for the added difficulty of aiming at distant targets. This penalty may be discounted, at the gamesmaster's discretion, if the character is firing indiscriminately into a large group of opponents. This is in addition to the -20 attack roll modifier for firing at extreme range.

•SHARPSHOOTING•

Firers may try to fire at specific parts of a target (head, chest, arm, etc). This may only be attempted at short range, and firing will take a whole round longer than normal. The player nominates the target body area. Body areas count as *small* targets, so there is a -10 modifier to the attack roll. Shots which miss will miss altogether; they will not hit another area or individual.

•CARRYING LOADED WEAPONS•

There is no reason why characters shouldn't be allowed to wander around with arrows permanently nocked to their bow, or throwing axes ready to throw. In these cases it is easiest to assume that aiming and firing takes an entire round - the character is not allowed to squeeze in an extra shot or throw! Having a weapon ready to throw or fire does mean that the character will be quick to react to some sudden danger, however, so the character can claim an Initiative bonus of +10 for missile fire during that round.

•MISFIRES•

Bombs and gunpowder weapons are subject to misfires. Any natural roll of any double (ie 66, 99, 00, etc), made when rolling to hit indicates that a misfire has occured. Roll a D100 and consult the relevant chart:

Gunpowder Weapons

01-50	Charge fails to ignite; no need to reload, fire as normal next round
51-99	Charge fails to ignite; must reload to fire
00	Charge explodes causing an automatic hit on the user and destroying the weapon.

Bombs

01-50	Bomb fails to explode
51-80	Bomb splutters. Roll a D6 every round; when a 6 is rolled, the bomb explodes
81-95	Bomb explodes half way between thrower and target
96-00	Bomb explodes in thrower's hand.

•FLYING CREATURES•

Fliers as Targets: When firing at a flying target, ranges are increased by one step. *Short* range is treated as *long*, *long* range is treated as *extreme*, and no fire is possible at *extreme* range.

To calculate the range of a flying target, add the horizontal and vertical distances together. The result is treated as the range. In fact, it will be longer than the distance between the shooter and target, but this simulates the difficulty of firing upwards.

Fliers Using Missiles: Flying creatures can throw or fire missiles down from any height. Count the range as the horizontal range only; disregard the vertical distance. Missiles always reach the ground - there is no maximum range as such. However, missiles thrown from heights of over the weapon's maximum range are assumed not to hit, unless they are boulders being thrown at buildings.

Air-to-air Missile Fire: When two flying creatures exchange missile fire, the lower of the two is treated as being on the ground, and adds the horizontal distance and vertical distance to give the range. The higher of the two uses horizontal distance only.

Two flying creatures at the same level exchange missile fire as if they were both on the ground, subject to the shorter ranges as set out above.

Flying Mounts: Missile fire by creatures mounted on fliers is subject to the normal -10 penalty for firing from a moving mount.

•WOUNDS AND RECOVERY•

The Wounds characteristic is a method for checking how long a character can fight before an opponent strikes a telling blow. As outlined above, Wounds represents a 'buffer zone', and only once this buffer zone has been reduced to less than zero is serious damage taken.

However, characters who have taken damage in combat can be assumed to be injured *before* they have fallen below zero Wounds. This only applies to creatures which have been damaged in combat - smaller animals who start off with 1 or 2 Wounds aren't considered to be permanently limping around in bandages.

Wounds fall into three different categories:

Light - the character has 2 or more remaining Wound points;
Heavy - this character has less than 2 remaining Wound points, but has *not* suffered any critical hits;
Severe - the character has suffered one or more critical hits.

Lightly Wounded Characters will recover naturally - given enough time to rest (see *Healing Times* - below) - but may

benefit from the attentions of a character with *Healing Wounds* or *Surgery* skill. If the healer makes a successful Intelligence test, the wounded character will immediately recover 1D3 Wound points. Only one such treatment may be made to treat the effects of any one combat.

Heavily Wounded Characters will not start to recover naturally until they have been treated by a characer with either *Surgery* or *Heal Wounds* skills. A Surgeon can restore 1D3 Wound points by making a successful Intelligence test, while a Healer can restore only 1 point. This recovery is immediate, and thereafter the character is considered to be only lightly wounded (see above).

Severely Wounded Characters will probably need on the spot attention by a character with *Heal Wounds* skill in order to survive long enough to reach a character with *Surgery*

Healing Times:
Lightly wounded characters recover at the rate of 1 Wound point per day of complete rest. Characters who rest for a week recover an additional number of Wound points equal to their Toughness score (ie at the end of 1 week the character will have regained 7+T Wound points).

The attendance of a character with *Heal Wounds* skill will increase the character's recovery rate. Provided the Healer makes an Intelligence test (with a bonus of +20) and is in attendance for at least half-an-hour each day, the character will recover a number of Wound points equal to his or her Toughness each day. If the Healer fails the Intelligence test, the number of Wounds recovered is equal to half the character's Toughness (rounded up).

Characters with the *Surgery* skill who attend wounded patients for at least half-an-hour per day, reduce all recovery times one third, provided that they make a successful Intelligence test. Failure still means that recovery takes only half as long. Thus, for example, lightly wounded characters may regain up to 3 times their Toughness per day of rest, if successfully treated by a surgeon.

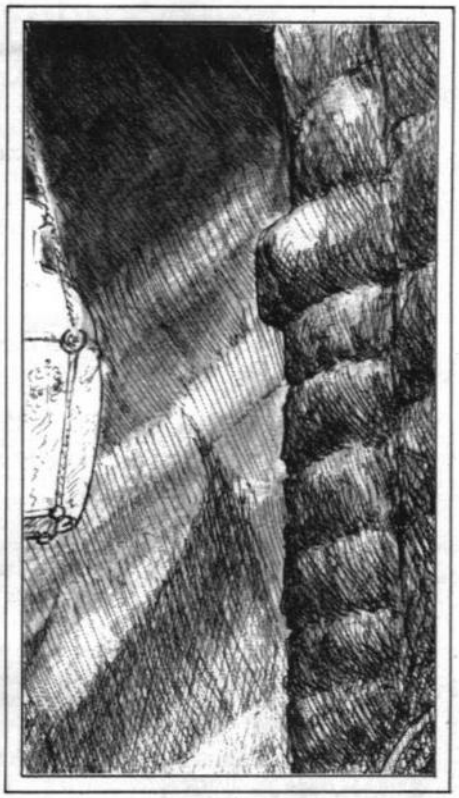
•MEDICAL ATTENTION•

Some injuries resulting from *critical hits* are stated as requiring successful medical attention. The nature of such attention depends on the type of injury sustained. Broadly speaking, the character will be suffering one or more of the following effects:

Terminal bleeding: the character loses extra Wounds each round until treated either by a Surgeon or a Healer, or until dead. By making a successful Intelligence check, characters with either *Heal Wounds* or *Surgery* skills can staunch the flow of blood. Repeated attempts may be made at the rate of one per round. However, the character will still die unless a successful operation is performed by a surgeon within 24 hours. Only a character with *Surgery* skill can save the patient. The operation takes 2 hours. If the character makes a successful Intelligence test, the patient will sleep for 24 hours, after which time he or she is restored to 1 Wound point, and treated as lightly wounded. If the test is failed, the character dies.

Broken or dislocated limbs: the character is in no immediate danger, but unless treated by a surgeon within 1 week, the limb will be permanently incapacitated. Treatment can only be effected by a character with *Surgery* skill. The surgeon must make a successful Intelligence test - with a bonus of +10 - whereupon the character is considered to have 1 Wound point, and is treated as though only lightly wounded. The limb will remain strapped up and incapacitated for a further D4+1 weeks. If the test is failed, the operation can be repeated - but with a penalty of -10 for each previous failure. If the operation is not performed successfully within 1 week of the injury, the limb will be permanently incapacitated.

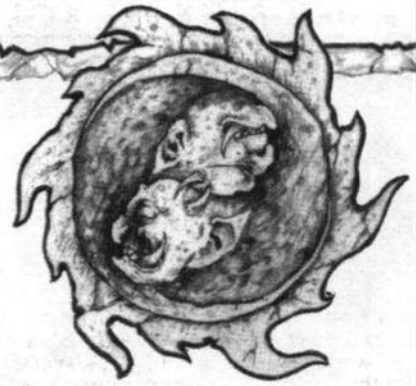
Amputated limbs: under no circumstances can a surgeon replace a severed limb. The victim will first need to be treated for terminal bleeding (see above), and then be operated on to cauterise the wound and so on. This latter operation takes 2 hours, and requires the surgeon to make a successful Intelligence test. If the test is successful, the patient will not recover to a lightly wounded state (with 1 Wound point) until a further 6+D6 days have passed. This period can be reduced by the further ministrations of a surgeon. If the test is failed, the character dies.



MAGIC

SECTION

4



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• MAGIC •

agic is a potent force in the universe, capable of bending natural laws and bringing great power to the those able to master it. In the Old World, magic manifests itself in many forms - from the lowly fumblings of an apprentice Wizard to the mighty power wielded by deities.

•SPELLCASTERS•

Spellcasters are characters who have the ability to cast spells. There are two distinct types of spellcasters - magicians (Alchemists and Wizards) and priests (Clerics and Druids). Other characters may occasionally be granted magical powers on a temporary basis through a Blessing (see the **Religion and Belief Section**), and can be regarded as spellcasters of sorts while they employ their magic.

Wizards: Wizards are the most numerous of the magicians. They employ Petty Magic and Battle Magic Spells. Wizards may specialise if they wish, and become Demonologists, Elementalists, Illusionists or Necromancers.

Demonologists: Demonologists practice the dark and forbidden arts of demonic summoning and conjuration. As a result, they invariably end up insane, and are shunned by all normal folk.

Elementalists: These Magicians deal with natural forces and the elements of earth, air, fire and water.

Illusionists: These Magicians are able to create and direct all manner of confusing illusions.

Necromancers: Necromancers are lonely, reclusive types, obsessed with death and the Undead. They can commune with the spirits of the dead and may be able to bind them to their service. But they pay dearly for this power, being regarded with as much abhorrence by normal folk as are Demonologists.

Alchemists: These Academics study the branch of magic which deals with materials and their properties. They are the least powerful of the magic-using characters (see *Magic Levels* - below).

Clerics: Clerics are the dedicated followers of a deity, acting as the deity's representative on earth. They receive a wide range of powers from their deities, although specific powers vary greatly from religion to religion.

Druidic Priests: These priests are concerned with the worship of nature and receive their powers in a similar manner to Clerics.

•MAGIC LEVELS•

Each spellcasting career is graded by levels of power from 1 to 4, with 1 being the weakest and 4 the most powerful. Characters of level 1 can only cast level 1 spells (see *Spells*), while level 4 character can cast spells of levels 1, 2, 3 and 4. Alchemists are an exception to this - the level of spells available to them is always one less than their Magic Level (so that an Alchemist level 2 can only cast level 1 spells).

•MAGIC POINTS•

Characters with the Cast Spells skill have been shown how act as channels for the magical forces of the universe. They are able to manipulate the raw magic to create spectacular effects, but first, they must have studied and learnt the magical formulae which make up spells. However, knowing a spell is not the same as casting it successfully. Characters must not only know the mechanisms by which a spell is cast, but must also have enough inner resources, or *magic points* to channel the spell effectively. Casting spells is taxing - some spells more so than others. Characters' ability to cast spells is dependent on the number of magic points they currently possess.

Each spell has a magic point cost listed in its description. This is the number which must be deducted from a spellcaster's current magic points as the spell is cast (see *Casting Spells*).

•GAINING MAGIC POINTS•

Magic points are gained as spellcasters progress through their careers, although the amounts vary, depending on level, race, and whether the character is a Magician or a Priest.

Magicians: Apprentices have very few magic points, while an accomplished Wizard has a large number to draw upon. As Magicians advance a level (after serving an apprenticeship), they gain 4D4 magic points, which are then added to the character's existing number of magic points and *Power Level* (see below). Wizard's apprentices get 2D4 magic points, while Alchemists do not gain any until reaching level 1 when they get 2D4 magic points, and 4D4 at each level thereafter.

Non-human Magicians: Wood Elves gain the same numbers of magic points as do Humans. Dwarfs and Halflings, however, make poor Magicians, and indeed there are very few spellcasters of these races. They gain half the number of magic points that Humans and Elves get - ie, 1D4 as a Wizard's Apprentice or 1st level Alchemist, and 2D4 magic points at each level thereafter.

Priests: All Priests (Clerics and Druids) gain magic points at the same rate, irrespective of race. Thus, Initiates have no magic points, but characters following these careers acquire 2D8 magic points at each level thereafter.

The following table summarises the magic points characters gain upon attaining each level:

Career	Magic points gained
Humans, Elves:	
Alchemists' Apprentice	none
Alchemist, level 1	2D4
Alchemist, levels 2-4	4D4 per level
Wizards' Apprentice	2D4
Wizard, levels 1-4 (and all specialist magicians)	4D4 per level
Dwarfs, Halflings:	
Alchemists' Apprentice	none
Alchemist, level 1	1D4
Alchemist, levels 2-4	2D4 per level
Wizards' Apprentice	1D4
Wizard, levels 1-4 (and all specialist magicians)	2D4 per level
All Races:	
Druid	none
Druidic Priest, levels 1-4	2D8 per level
Initiate	none
Cleric, levels 1-4	2D8 per level

•POWER LEVELS•

Power Level is a measure of how many magic points characters have gained so far in their career. It represents the maximum number of magic points that a character may have. The only way characters can increase their Power Level is by advancing to the next level of magic use (see *Increasing Power Level* - below).

Power Level should not be confused with the current number of magic points a character has - one is a measure of the maximum number available to the character and the other is a measure of how many points the character currently has, taking into account spells already cast. Also, do not confuse Magic Level and Power Level. The former is an indication of the rank of spellcaster the character has achieved, while the latter is the total number of magic points that level confers.

•RECOVERING MAGIC POINTS•

Magic points can be recovered in several ways:

Sleep: Any spellcaster *except* a Cleric or a Druidic Priest may recover magic points while asleep (for details of how Clerics and Druidic Priests regain their magic points, see below). Magic points are recovered at the rate of 10% of the spellcaster's Power Level per hour of sleep; so 10 hours sleep will completely restore a spellcaster whose magic points score has dropped to zero. Less sleep will restore proportionately fewer magic points; any fractions are ignored.

Note that any characters, including Clerics, who have previously had careers as Wizards (etc) may regain magic points by sleeping. The ability is not lost because of a career change.

Meditation: Characters with Meditation skill may recover magic points by meditation at the rate of one point per D6 game turns (minutes) - see *Skills* section.

Other Methods: It is also possible for points to be recovered by employing some magical items, the occasional intervention of deities and by the casting of certain spells such as Summon Power and Tap Earthpower.

Note that magic points may only be regained up to the character's Power Level, unless the rules specifically state otherwise.

Druidic Priests: Druidic Priests may only recover magic points by conducting a ten-minute ritual in the special Time/Place appropriate to the species of their familiar, as given in **Religion & Belief** - *The Old Faith*.

Clerics: Clerics normally recover magic points by *Meditation*; at the GM's option, the deity may decide to reduce the number of magic points regained if the Cleric has been less than a perfect embodiment of the faith. If the deity were ever to decide that the Cleric should receive no magic points at all, even sleeping would not help the character recover their magic points.

•INCREASING POWER LEVEL•

There are various ways in which a spellcaster's Power Level can be increased:

Career: Characters who enter a spellcasting career will gain magic points as explained above. However, once they have reached level 1 in any spellcasting career, they cannot acquire any more magic points untill they have reached a higher level. Therefore, characters who change from one school of magic to another at the same level or lower will gain no additional magic points, although they will now have access to a whole new category of spells. For example, a level 2 Wizard becoming a level 1 Illusionist gains no new magic points. Nor does the character gain any magic points for becoming a level 2 Illusionist, but, on attaining level 3, the character would receive a further 4D4 magic points.

Magical Items: Some magical items give a character a number of magic points as a bonus. Magic points gained from magical items *may* increase characters' magic point totals above their Power Level, but only temporarily. magic points gained in this way are a once-only, non-recoverable bonus.

•SPELLS•

Spells are used to channel magic points to gain specific effects. To cast spells, characters must perform the necessary special gestures and speak the required incantations. Often special ingredients are needed to make the spell function at all. These special ingredients are nearly always used up in the process of spellcasting. Details of spells and any special ingredients required are found in the relevant *Spell Description*.

•SPELL TYPES•

The following summarises the main types of magic known in the Old World. Characters learn spells by different means, according to their careers: see *Magician Careers*, or *Priest Careers* as appropriate.

Petty Magic: available to any character with Cast Spells skill.

Battle Magic: Available to Alchemists of level 2 or higher, any other magician of level 1 or higher, and some Clerics.

Demonic Battle Magic: Available to Demonologists and some Clerics.

Druidic Battle Magic: Available only to Druidic Priests.

Elemental Battle Magic: Available to Elementalists, Druidic Priests and some Clerics.

Illusion Battle Magic: Available to Illusionists and some Clerics.

Necromantic Battle Magic: Available to Necromancers and some Clerics.

The spells available to Clerics vary from religion to religion (see the ***Religion and Belief Section****).*

•CASTING SPELLS•

All spells (except Petty Magic spells) have a *Spell Level*. Level 1 is the least powerful and level 4 the most powerful. The Cast Spells skill allows spellcasters to use spells in an increasing order of power. At each level of Magic Power the character must spend the requisite number of experience points to receive the necessary Cast Spells skill.

Once characters learn a spell, they are able to cast it at any time (providing they have sufficient magic points). In order to use a known spell, a spellcaster must expend magic points. The number of points needed to cast a given spell is given in the Spell Description.

It takes about 10 seconds to make the required gestures and utter the proper incantation to cast a spell. A character casting a spell, therefore, may do nothing else during that combat round (including move), and is considered to be *prone* for the purposes of attacks (ie, is hit automatically and suffers double damage). If a spell is interrupted for any reason - someone wallops the magician, for example - the magic points required to cast the spell are still expended.

•MAGIC POINT COST•

Each spell has a magic point cost listed in its description. This number is deducted from the spellcaster's total magic points when the spell is cast. A spellcaster with 12 or more magic points experiences no difficulties in casting a spell, the cost of the spell is simply deducted from the Magic Point total. However, characters who have fewer than 12 magic points, and attempt to cast a spell, must roll 2d6 and compare the result to their current number of magic points. A score of more than the current number means that the spell has failed, otherwise the spell is cast sucessfully. After attempting to cast a spell, whether successful or not, the cost of the spell is deducted from the remaining magic points.

•INGREDIENTS•

In addition to the special gestures and magical incantations used in spell casting, every spell requires one or more material ingredients which are consumed by the magical energy of the spell. These are listed in the descriptions of each spell. Some are fairly mundane items, and easily acquired, others may be extremely rare and involve much danger in their acquisition.

•SPELLCASTERS AND ARMOUR•

It is very difficult for a spellcaster to perform magic correctly while wearing armour and/or carrying a shield. Either will hinder conjurations and create magical disharmonies. Accordingly, it is not usual for spellcasters to wear armour or to carry shields. Spellcasters who *do* wear armour may *not* use Meditation skill. In addition, the number of magic points required to cast spells, or use scrolls, is higher if the character is wearing armour. Each point of armour, whether from armour no matter where worn or shield, adds *two* to the magic points required to cast the spell. So a character wearing a 2 points of armour on the body, 2 points of armour on each leg and carrying a shield for 1 point would need to expend an additional 14 points to cast a spell or use a scroll.

•MAGIC TESTS•

A character on the receiving end of a magical attack may be allowed to make a test against Magic to resist its effects (see *Standard Tests*). This is not the case for all spells. Magic Missile attacks (fireballs and lightning bolts), for example, always hit their target and cannot be avoided. Characters cannot avoid the indirect effects of magic; if a spellcaster creates a magical rainstorm, characters beneath it cannot avoid getting wet through making a test against Magic.

When a Magic test is allowed, the target character must make a Will Power test to avoid the effects of the spell. Success indicates that the character is completely unaffected by the spell. A failed test means that the spell takes effect as given in the spell description.

•SPELL/TEST ENHANCEMENTS•

Spellcasters may reduce the chance of their target(s) making a successful Magic test, by expending additional magic point. A player wishing to follow this option must state that the spellcaster will enhance the spell's effects *before* the victim rolls any dice. For each magic point spent (over and above the spell's magic point cost and any costs for armour worn), the victim's *Will Power* is reduced by 5% for the purposes of making the

Magic Test. In the case of a spell which affects more than one target, the spellcaster may reduce the Will Power of some or all of the victims, *provided that additional magic points are expended for each victim*.

If any of the victims of a spell have acquired any magic points (from following a spellcasting career), they may expend them to improve the chances of making a successful Magic test. For each magic point spent, Will Power may be increased by 5% for the purposes of the test. Players must decide how many magic points are to be expended in this way, before rolling any dice. In most ordinary circumstances, players can simply announce to the GM that their characters are spending additional magic points on enhancing/reducing the victim's Will Power for the purpose of a Magic test. In those rare instances where two players are involved: one enhancing and one reducing the test chance, the players should inform the gamesmaster of the number of points they are spending *in secret*, and *before* any dice are rolled.

•TARGETING SPELLS•

Many spells are described as affecting a "group" of characters or creatures. A group is defined as comprising any number of characters who are no more than 3 yards apart. In other words, a character who is more than 3 yards from other characters targeted by the spell does not count as part of the group. The diagram below shows some possible formations.

When dealing with very large creatures (20 feet plus), you must be prepared to exercise some discretion, and it is probably advisable always to treat them as individuals.

If a spellcaster wishes to affect a particular individual within a group, the target must be easily identifiable - a horseman in a group of foot soldiers, for example, or a giant in a group of orcs. Alternatively, the spellcaster may spend an extra round aiming (as for firing missiles into groups - see **Combat**).

•COMPLETING CAREERS•

All spellcasters embark on career paths which are more demanding than those of ordinary characters. Because they involve specialised training and great experience, there are certain changes to the rules on Changing Careers (see the **Games masters' Section**).

First, before characters may embark on a new spellcasting career, or advance to the next level in a spellcasting profession, they must have *fully completed* the previous career level. In general terms, this means that characters cannot become Wizards, level 1, for example, without having been Wizards' Apprentices. Specifically, to have fully completed an earlier career level, the character must have done the following:

(1) Taken all the available advances from the old Advance Scheme, at the normal cost in Experience Points

(2) Taken all the available skills from the previous career level, at the normal cost in Experience Points

(3) Learned at least two of the spells available (if any) at the old level. Characters may advance without having learned all the spells, although players may choose to spend Experience Points on spells rather than on hasty level rises

Also, before characters may commence any of the Specialist Wizard careers (see below), they must have completed Wizard, level 1.

Careers may still be broken or interrupted as before, but characters may not rise to higher levels of a spellcasting career until they return and complete the previous level.

The normal cost in Experience Points for changing to the new career is also altered, as explained below.

•MAGICIAN CAREERS•

Magician careers are those which involve magical research and require much study to master, namely Alchemist and Wizard (including the specialisations of Demonologist, Elementalist, Illusionist and Necromancer). Cleric and Druidic careers are dealt with separately (see *Priest Careers*).

•EXPERIENCE POINT COST•

Magician careers cost more to follow than non-magical careers. Because of the intense study required of magician characters, it costs more Experience Points to progress through the levels of the career than it does to enter a new non-magical career. Wizards who decide to branch off into one or other of the various specialisations pay even more Experience Points to progress in their chosen specialisation. The table below lists the costs of entry into each level of a magical career:

Level	EP Cost	EP Cost For Specialisation
Apprentice	100	N/A
1	100	200
2	200	400
3	300	600
4	400	800

•MAGICIANS' MAGIC POINTS•

As characters progress through magician careers they gain Magic Points at each level of magician ability. However, characters who have already gained Magic Points as a level 1 Wizard, for example, do not gain any additional points on becoming a level 1 Illusionist.

•LEARNING SPELLS•

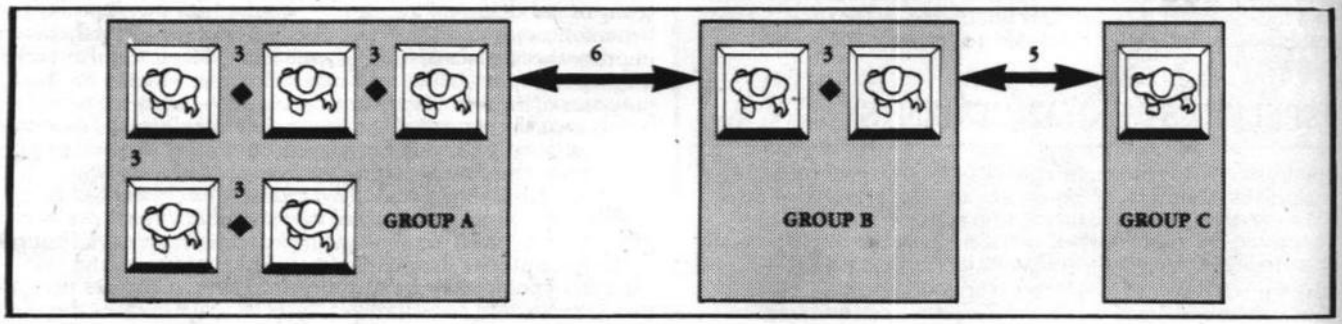
Before a character can cast a spell, it has to be learnt. Characters whose first career is Wizard's Apprentice start the game with 2 Petty Magic Spells; characters who enter this career later gain only one. All other spells must be *learned* during the character's career.

There are four conditions which need to be met before characters can learn a spell: they must have access to a copy of the spell; they must be of a sufficient level to cast it; they must have enough Experience Points; and they must make a successful Intelligence test.

First, the magician must have access to the spell in question (from another magician's books or some other source). Characters cannot learn spells simply by willing them into their heads; they must be instructed in its use by another magician.

Second, characters must be qualified to cast the spell - they must be of sufficent level and of the right speciality. Wizards cannot cast Illusionist magic, for example, unless they have already trained as an Illusionist. Nor can characters learn a spell of a higher level than they have achieved in the relevant career. Therefore a level 2 Necromancer (even one who has previously attained level 4 Wizard) cannot learn Necromancer spells of levels 3 or 4.

Third, characters must spend Experience Points in the learning of the spell. Petty Magic spells cost 50 EPs each, and all other



spells cost 200 EPs per level. Spellcasters are therefore faced with the choice of using EPs on their advance scheme, or using them to gain spells.

The exception to this concerns those characters who turn aside from a magical career path to become, for instance, a Rogue. Those characters still have magic powers and are still magicians (a Wizard who goes off and becomes a Thief for a while doesn't stop being a Wizard). However, they would not be so able to concentrate fully on magical pursuits, thus affecting their chances to accumulate new magical knowledge. Therefore, whenever magicians are currently pursuing a non-magical career, they may only learn new spells by spending *twice* the required number of EPs. If the character returns to a magical career path, spells are again learnt at normal cost.

Finally the character must make a successful Intelligence test. The difficulty of the test depends on the level of the spell being learnt:

Intelligence test modifier	
Petty Magic	x2*
Level 1	normal*
Level 2	-10 to Intelligence score
Level 3	-20 to Intelligence score
Level 4	-30 to Intelligence score

**A roll of 96-100 is always a failure, regardless of Intelligence score.*

Any modifiers are applied to the character's Intelligence score before the dice are rolled. If the roll is successful, the character now knows the spell and expends the required number of Experience Points. A failed roll means that the character has failed to understand the spell, but the Experience Points are not expended - the character may use them to attempt to learn another spell, spend them on an advance or save them until later.

Characters may make further attempts to learn a spell which they failed to understand, if they gain access to a new version of the spell, or following an increase in their Intelligence score. For example, if a character discovers a Fire Ball spell on a scroll, and fails to understand it, then no matter how long the character studies the scroll, that spell cannot be learned. However, if a new book or scroll is discovered, the character may attempt to learn the spell again. A new source allows characters to approach the spell from a different perspective; likewise, an increase in Intelligence might allow characters to grasp concepts that proved too difficult before.

•SOURCES OF NEW SPELLS•

New spells may be gained from a number of sources. The following suggestions provide some ideas for ways in which this might occur.

Spells may be learned in the following ways:

From other magicians: First, the character must find another magician who knows the desired spell, and come to some arrangement for tuition. The learner expends EPs as usual, and the teacher will also ask for payment in the form of money or services (perhaps even swapping of spells of the same level). Average tuition costs will be about 500 Gold Crowns per spell level; Petty Magic spells cost around 100 Gold Crowns each. Characters can Bargain over terms, but the GM should bear in mind that NPC magicians will normally only teach spells to characters of their own race and alignment.

From grimoires: Grimoires are books of spells written in one of the arcane languages (see *Skills* and *Languages in the Old World*). Grimoires are magical items, and it should be difficult to gain access to them; most are owned by collectors such as powerful Wizards and guilds. A character who wishes to learn a spell from a grimoire will need the appropriate Arcane Language skill.

From magical artifacts: Some artifacts grant their bearer knowledge of one or more spells. Often they give such knowledge *without* the character needing to spend any Experience Points. In some cases a magical artifact grants knowledge of a spell only so long as the artifact remains in the possession of the magician.

Divine Intervention: Deities may intervene directly to grant their followers spells. Clerics and Druids gain all their spells this way (see *Priest Careers*), but other characters might also receive this kind of gift if they perform some outstanding service for a deity. In most cases, characters other than Clerics and Druids will be granted a once-only use of a spell.

•MAXIMUM NUMBER OF SPELLS KNOWN•

Characters may know any number of Petty Magic spells, but are limited in the maximum number of other spells they may know. For 1st-4th level spells this is equal to the character's intelligence divided by 10 and multiplied by their magical level. Thus, a level 2 Wizard with an Intelligence of 50 can know a maximum of 10 spells ((50 ÷ 10) x2). The same character (assuming no increse in Intelligence) could know 15 spells at third level ((50 ÷ 10) x3).

If a magician suffers a reduction in Intelligence for any reason (eg, as the result of a Cause Stupidity spell), the player must recalculate the maximum number of spells the character may know. If the new number is lower than the number of spells currently learnt, the gamesmaster must randomly select which spell(s) will be forgotten. Spells lost in this way are *not* remembered if and when the character's Intelligence returns to its former level. The character must go through the process of finding and learning the spell all over again, but gains a +10% bonus to the Intelligence test for learning it.

•ALCHEMISTS•

Alchemists, as well being able to prepare chemical compounds, are also able to Cast Spells. A character wishing to become an Alchemist must first serve an apprenticeship (by following the Alchemist's Apprentice basic career). The Apprentice career must be *fully completed* before the character can move on to become a level 1 Alchemist.

Having become a level 1 Alchemist, the character is able to cast Petty Magic spells. Again, the current career must be *fully completed* before the character can move on to the next level. Alchemists never have access to level 4 Battle Magic spells, or to spells of any Wizard specialisation.

•WIZARDS•

There are several types of Wizard in the Old World, but they all follow a similar course. A character wishing to become a Wizard must serve an apprenticeship (by following the Wizard's Apprentice basic career). As an apprentice, the character gains a few basic skills and becomes able to cast Petty Magic spells. The apprentice career must be *fully completed* before the character can move on to become a level 1 Wizard.

Wizards are able to employ the mighty Battle Magic. They may decide to study Battle Magic intensively, or branch out into the more specialist fields of Elementalism, Illusionism, Necromancy or even Demonology. Wizards are not restricted to devoting themselves to just one school, but may decide to explore a number of fields, expanding their knowledge slowly. For example, a character may branch out into Illusionism and then decide to study Necromancy followed by Demonology. However, a character who studies Elementalism can *never* study Demonology or Necromancy; and characters who have specialised in either of these fields *cannot* become Elementalists.

•SPECIALIST WIZARDS•

A Wizard who has *fully completed* a level 1 career may choose to specialise in another field of magic instead of becoming a level 2 Wizard. A character may also decide to specialise after completing a level 2, 3 or 4 career, but regardless of previous level, characters always start at level 1 in any new specialist field. However, a character who enters a specialist field and then leaves after completing 1, 2 or 3 levels may always return to that field and progress to the next level.

Demonologists, Elementalists, Illusionists and Necromancers are specialist Wizards. Each speciality has its own group of spells, and a character who specialises gains access to these as well as to Petty Magic and Battle Magic spells.

•PENALTIES•

The study and practice of the unspeakable arts of Demonology and Necromancy soon take their toll on the magician's mind and body. Likewise, Evil and Chaotic magicians following other magical careers also suffer physical and mental degeneration. This is reflected by the acquisition of one or more *Penalties* at each level. Every time Demonologists advance a level, they gain 1D6 Insanity points (see **The Gamesmaster's Section** - *Insanity*) plus one of the Disabilities described below. Necromancers also gain a Disability at each level, and have a steadily increasing chance of contracting *Tomb Rot* (see *Disease*). Evil or chaotic magicians are slightly more fortunate, in that they only develop one Disability at each level. Other penalties, gained by summoning Demons or using demonic power-summoning spells, for example, are described in the introduction to the relevant careers.

Some of these Disabilities are progressive, in that they get steadily worse over time. The effects of such Disabilities are therefore described in three stages. The character will suffer the effects of the first stage of the disability immediately it has been acquired. The effects of the more advanced stages are cumulative and set in after 2D6 months, or as soon as the character next changes career or career level (whichever is sooner). Thus, even if the character changes to a less obnoxious career, the disability will continue to get worse.

Every time a character's advance scheme calls for the acquisition of a disability (or in the case of Demonologists or Evil or Chaotic Wizards, whenever the character rises a level), the GM should roll D100 and consult the appropriate column of the table below.

MAGICAL DISABILITY TABLE

Demonologists	Necromancers	Evil/Chaotic Wizards	Disability
01-09	01-12	01-14	Allergy
10-18	13-25	15-28	Animal Aversion
-	Auto 1st lvl	29-31	Cadaverous Appearance
19-30	26-35	32-35	Disfigurement
31-40	36-43	36-46	Insanity
41-51	44-58	47-55	Nocturnal lifestyle
52-60	59-69	56-69	Palsy
61-66	-	70-77	Strength loss
67-73	70-77	78-85	Toughness loss
74-80	-	86-87	Transformation
81-92	78-92	88-94	Unpleasant odour
93-100	93-100	95-100	Wound Loss

•DESCRIPTION OF DISABILITIES•

Allergy: The character develops an increasingly painful discomfort when in physical contact with, or close proximity to various materials. The gamesmaster is free to decide on any common substance, or may select one of the following: leather, cloth, fur, water, plants.

Stage 1: when in physical contact with the material, the character suffers from itchy, streaming eyes, and may have fits of violent sneezing (WS - 5, I - 5, Dex -5, Ld -5, Cl -5, WP -5).

Stage 2: when within 5 feet of the substance, the character develops an itchy rash on exposed skin (WS -10, I -10, Dex -10, Ld -10, Cl -10, WP -10 - these are not cumulative with the effects of Stage 1).

Stage 3: when within 10 feet of the substance, the character develops a painful rash all over the body, and suffers from feelings of nausea (WS -10, BS -5, S -1, T -1, I -10, Dex -10, Ld -10, Cl -10, WP -10, Fel -5).

Animal Aversion: Animals and children become very sensitive to the character's evil persona.

Stage 1: domestic animals and small children will avoid the character if at all possible.

Stage 2: all animals and young children will display signs of fear and loathing of the character (crying, howling, etc).

Stage 3: animals will attack the character on sight.

Cadaverous Appearance: As time passes, the character grows to look more and more corpse-like.

Stage 1: the character's skin becomes deathly pale, with dark rings around the eyes (Fel -5).

Stage 2: the character's skin becomes drawn and almost translucent; and the eyes sink deeper into their sockets, while developing red rims (Fel -10 - not cumulative).

Stage 3: the character's hair falls out, the skin takes on a bluish tinge, and the disfigurement generally reaches a stage where the character cannot be distinguished from a corpse (Fel -20 - not cumulative).

Disfigurement: Some part of the character's body develops a hideous appearance. Although such disfigurements are often disguisable, they soon reach a state where the disguise is almost

as ugly as the deformity itself. The part of the body affected may be a limb (eg, a claw instead of a hand, cloven feet, fur-covered legs, etc), the body (eg, a hunched back, scaly skin, etc), or even the head or face (blotchy skin, no ears, fang-like teeth, etc). Gamesmasters should be prepared to use their imagination here, especially if the character already has a Cadaverous Appearance....

Insanity: The character immediately gains 1D6 Insanity Points.

Nocturnal Lifestyle: The character gradually develops an intolerance of daylight, and must hide from the sun.

Stage 1: bright daylight causes great pain to the character's eyes; prolonged exposure (D4 hours) will blind such characters until they rest in darkness for D4 hours.

Stage 2: the character can no longer bear to go out in any daylight stronger than the twilight of dawn or dusk. Failure to observe this restriction results in a 25% reduction to all characteristics.

Stage 3: the character can only go out during the hours of darkness; exposure to daylight of any intensity reduces all characteristics by 50% until the character has had D4 hours rest in complete darkness.

Palsy: The character becomes prone to periodic shaking fits, although certain preparations can be taken to offset these effects (see *Preparations* - below). Whenever such characters are in a potentially stressful situation (eg, combat), they must make a test against half their Will Power, or a fit will ensue. Fits last for D6x10 rounds.

Stage 1: the fit affects the characters hands and arms, making spellcasting impossible, and requiring a succesful Dexterity test to avoid dropping anything carried.

Stage 2: the fit spreads to the character's head and body.

Stage 3: the character is completely incapacitated by the fit, and may neither move nor talk for the duration.

Strength Loss: The character is weakened by indulging in the unnatural, and loses 1 point from Strength, permanently.

Toughness Loss: The character suffers the permanent loss of 1 point of Toughness.

Unpleasant Odour: The character begins to exude a foul smell, like rotting fish, for example, or decaying bodies, or stagnant water. Unless masked by some other perfume, the stench can be noticed at up to 10 feet.

Stage 1: the smell may be masked by the application of perfume once per day.

Stage 2: perfume must be applied every hour to defeat the stench.

Stage 3: unless the character is doused in perfume every 10 turns (minutes) the smell is so persistent as to penetrate even the heaviest of scents.

Transformation: Over a period of time, the character begins to resemble some other creature - becoming lizard-like, or frog-like, for example. This will happen in stages, but it is up to the gamesmaster to determine the actual development, according to the creature chosen.

Wound Loss: The character suffers the permanent loss of 1 Wound point.

Any points lost from characteristics as a result of gaining a Disability (eg, Toughness, Strength or Wounds) cannot be restored, although they may still be increased as a result of an advance. However, the character may not repeat an advance simply because a characteristic has been reduced to a lower level. Thus, a Demonologist who starts his career with T 4, takes a +1 advance to give him T 5. On summoning a minor demon, his Toughness is reduced by 1 to T 4. The only way for the character to achieve T 5 again is by entering a career with an advance scheme which allows T +2; the +1 advance is deemed to have been taken, even though the character subsequently lost the benefits.

•PREPARATIONS•

The affects of *Palsy* and reduced characteristics may be offset by the ingestion of certain, special medicinal preparations. These have no effect if taken before the onset of a Disability, but when one of the above Disabilities has been acquired, they may be taken to prevent deterioration, and/or the affects of further reductions to characteristics. Characters do not *need* to use these preparations before any characteristic is reduced to 1. At this point, failure to use the relevant preparation will result in the character falling into a coma and subsequently dying (see below). GMs should make these preparations extremely difficult to manufacture or obtain - requiring, for example, the use of one or more of the following skills: Herb Lore, Manufacture Drugs, Prepare Poisons and Chemistry. GMs may set their own specific requirements, as they see fit, using the preparations given below as examples.

Characters who take one or more of these preparations become dependent on them after taking D4+1 doses. Characters addicted in this way suffer withdrawal if they do not get their regular dose, which means that all characteristics are reduced by 50%, D4 days after the last dose. The period of withdrawal lasts for D4+2 days, and characters who do not take a dose of the preparation within this time will fall into a coma, as well as suffering all characteristic losses which the preparation had alleviated. Comatose characters will die in D3+1 weeks, but can be revived within this period by being force fed the required preparation. They will, however, be *drowsy* (see *Poisons*) for D8+4 hours.

Restore Strength: This preparation is made from the muscles and sinews of any character or creature with a Strength of 6 or better. The required skills for its manufacture are Chemistry and Manufacture Drugs. It takes half-an-hour to manufacture one dose, which must be consumed daily to offset the effects of any Strength loss. One man-sized creature will provide sufficient ingredients for D10+10 doses.

Restore Toughness: This preparation is concocted from the blood, heart and lungs of any character or creature with a Toughness of 6 or better. The required skills for the manufacture of this preparation are Chemistry and Manufacture Drugs. One dose must be taken at dawn each day. One man-sized creature provides enough ingredients for 8 doses, which may be prepared in one go, taking D4 hours.

Restore Wounds: This preparation is created from a carefully balanced mixture of Manbane (see *Poisons*) and Dragon blood. One pint of Dragon blood and one dose of 'manbane will make 4 doses. This process takes 1 hour (or 15 minutes per dose), and requires Prepare Poison, and Manufacture Drugs skills. One dose must be consumed every 2 days.

Alleviate Palsy: This preparation is made from the venom of a Giant Spider. One spider will provide enough venom for 2D10+6 doses. The required skills for the manufacture of this preparation are Prepare Poison and Chemistry. One dose must be consumed twice each day.

•CAST SPELL SKILL•

This skill must be acquired (at the normal cost of 100 EPs) at each level of each career. Thus, a level 2 Wizard, for example, who has not yet acquired the skill *Cast Spells - Battle Magic level 2*, may not cast any level 2 spells. Furthermore, characters are required to learn 2 spells of each level before they may progress to the next higher level, or change to another magician career.

Magic Points: magic points are only gained the first time a character reaches that level - regardless of which spellcasting career the character is currently following.

•ALCHEMIST•

Advance Scheme - Level 1													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+10		+10		+10			

Advance Scheme - Level 2													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+3	+20		+20	+10	+20	+10	+10	

Advance Scheme - Level 3													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+30		+30	+20	+30	+20	+20	

Advance Scheme - Level 4													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+40		+40	+30	+30	+30	+30	

Alchemists study the branch of magic or science which deals with matter and its properties. They are experts at preparing chemical compounds and recognising mineral ores. Alchemists may be of great assistance to any metalworker, and are able to prepare explosives for gunpowder weapons - provided the character has acquired the Chemistry skill. The Alchemist must have a supply of refined saltpetre, sulphur and charcoal, which need to be mixed in the correct proportions. This process takes 8 hours to produce 6 pounds of gunpowder from 4 pounds of saltpetre, 1 pound of sulphur, and 1 pound of charcoal, assuming the Alchemist has access to a laboratory.

Many alchemists, however, consider it beneath them to use their skills for such worldly matters, and devote themselves to acquiring knowledge. Research into how to turn base substances into gold is an especially popular field of research, but one which has proved fruitless to date.

Alchemists are also able to use magic, although their spellcasting ability is less than that of a Wizard of the same level. Alchemists may only use spells of a level below their own; thus, a level 3 Alchemist can use level 1 and 2 spells, while a level 1 Alchemist can only use Petty Magic.

Alchemists are by far and away the most didactic of all spellcasting Academics. Many are based in Universities (in the Empire), or indeed run their own schools. Admission to such an establishment is open to anyone who has completed a career as an Alchemist's Apprentice.

At the end of their apprenticeship, Alchemists undergo one additional month of training, at the end of which they expend 100 EPs and are then considered 1st Level Alchemists and (after acquiring the Cast Spells skill) are able to cast any Petty Magic spells that they have learned from their teacher (GMs should always let new Alchemists learn at least 1 Petty Magic spell).

Skills - Level 1
Arcane Language - Magick
Cast Spells - Petty Magic only
Chemistry
Metallurgy

Skills - Level 2
Cast Spells - Battle Magic level 1
Herb Lore
Magic Sense
Prepare Poison
Scroll Lore

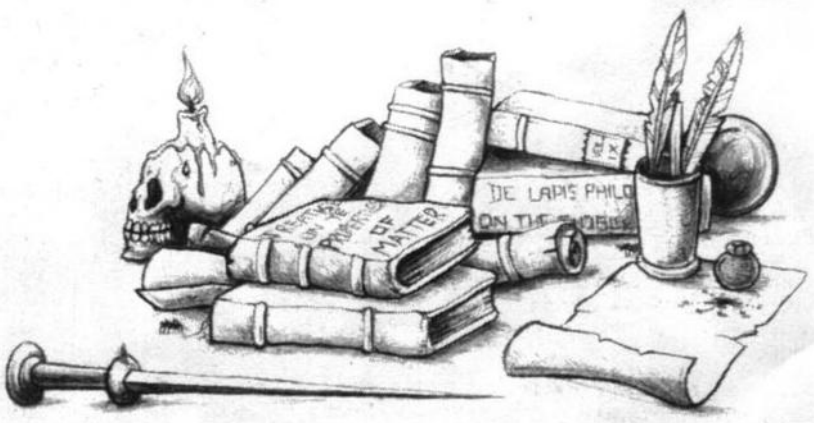
Skills - Level 3
Cast Spells - Battle Magic level 2
Magical Awareness
Manufacture Potions
Meditation
Rune Lore

Skills - Level 4
Cast Spells - Battle Magic level 3
Arcane Language - Dwarvish or Elvish
Identify Magical Artifact
Manufacture Scrolls

Magic Points
Humans and Wood Elves: 2D4 at Level 1 and 4D4 for each additional level. Dwarfs and Halflings: 1D4 at level 1 and 2D4 at each subsequent level.

Trappings
D4 books from the following list:
Treatise on ye Properties of Matter
De Lapis Philosophorum
On the Ennoblement of Base Metal
Brimstone and its Nature
Rudiments of Alchemy
Hand Weapon
Wizard's Staff
10D6 Gold Crowns

Career Exits
Alchemist - of next level up
Wizard - level 1



•WIZARD•

Advance Scheme - Level 1													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+10				+10			

Advance Scheme - Level 2													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+3	+20		+10	+10	+20	+10	+10	

Advance Scheme - Level 3													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+30		+20	+20	+30	+20	+20	

Advance Scheme - Level 4													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+40		+30	+30	+30	+30	+30	

Wizards are the most numerous of the magic-using professions. Many of them make a career of adventuring, and use their talents to recover lost and forgotten magical lore, legendary magical items, and, of course, large sums of money. After completing their level 1 careers, Wizards may choose to specialise in a particular branch of magic (namely Demonology, Elementalism, Illusionism or Necromancy - see below). Many, however, find it more profitable to keep a broad base of spell use, and remain as non-specialised Wizards

It is assumed that the same Wizard who trained the character through apprenticeship will continue to instruct any character who wishes to continue in a magical career. The period of additional training necessary to become a Level 1 Wizard is 1D3 months. At the end of this time, the character expends 100 EPs, and (once the Cast Spells skill has been acquired) may cast any Level 1 Battle Magic the Wizard knows.

Skills - Level 1
Cast Spells - Battle Magic level 1
Identify Plants
Magic Sense
Rune Lore
Scroll Lore

Skills - Level 2
Cast Spells - Battle Magic level 2
Evaluate
Herb Lore
Magical Awareness
Meditation

Skills - Level 3
Cast Spells - Battle Magic level 3
Demon Lore
Identify Magical Artifact
Identify Undead
Prepare Poison

Skills - Level 4
Arcane Language - Dwarvish or Elvish
Cast Spells - Battle Magic level 4
Manufacture Potions
Manufacture Scrolls

Magic Points
Humans and Elves: +4D4 points per level. Dwarfs and Halflings: +2D4 points at each level

Trappings
Hand Weapon
Wizard's Staff
10D6 Gold Crowns

Career Exits
Wizard - of next level
Demonologist - level 1
Elementalist - level 1
Illusionist - level 1
Necromancer - level 1

•DEMONOLOGIST•

Advance Scheme - Level 1													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+10				+10			

Advance Scheme - Level 2													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+3	+20		+10	+10	+20	+10	+10	

Advance Scheme - Level 3													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+30		+20	+20	+30	+20	+20	

Advance Scheme - Level 4													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+40		+30	+30	+30	+30	+30	

Demonologists are very rare, specialist Wizards. They are concerned with the power that may be drawn from a multitude of other worlds or planes - places where all kinds of powerful and horrific beings reside. As well as the spells available to ordinary Wizards, Demonologists can call upon a battery of specialist spells, giving them the ability to summon and dispel demons, and even command them in some circumstances.

Characters wishing to become Demonologists must be of Evil or Chaotic alignment.

Demonologists are necessarily lonely, reclusive types. They meet with such fear, loathing and mistrust that any characters foolish enough to wish to undertake such a loathesome career will have great difficulty finding a teacher. Demonologists spend the majority of their time hiding from Witch-Hunters and Templars. Theirs is a very secretive profession, which spurns contact with the outside world whenever possible - which is just as well, for Demonologists do not fit in well in normal society.

Many Demonologists develop physical disabilities which set them aside from the rest of Humanity (see *Penalties*). These disabilities identify them as practioners of the evil arts and make it difficult for them to move around freely - often they will be hounded from a town or village, or killed by the local populace. Occasionally Demonologists will find work with an Evil or Chaotic government official of leader, or they may find employment in a group of bandits or pirates. But no matter where they are, Demonologists always live in fear of decent folk and particularly of the Witch-Hunter.

Demonologists also pay a high price for their magical abilities. In order to learn their art, they must study for a year with an experienced teacher. At the end of this period, they acquire the ability to cast demonic magic spells (learned in the usual way) and will have developed a Disability. At each new level of Demonologist progression, the character develops a new Disability.

Insanity: Insanity is an occupational hazard for all Demonologists. The constant viewing of beings from other planes has a disturbing effect on Demonologists' psych, causing them to pick up psychological disorders. Each increase in level automatically results in a Demonologist gaining D6 Insanity Points (see *Insanity*).

Skills - Level 1
Arcane Language - Demonology
Cast Spells - Demonic Battle Magic level 1
Demon Lore

Skills - Level 2
Cast Spells - Demonic Battle Magic level 2
Identify Undead
Meditation

Skills - Level 3
Cast Spells - Demonic Battle Magic level 3
Identify Magical Artifact
Magical Awareness

Skills - Level 4
Astronomy
Cast Spells - Demonic Battle Magic level 4
Manufacture Potions
Manufacture Scrolls

Magic Points
Humans and Elves: +4D4 points per level. Dwarfs and Halflings: +2D4 points per level.

Trappings
Must be of Evil or Chaotic alignment.
Hand Weapon
Wizard's Staff
10D6 Gold Crowns

Career Exits
Demonologist - of next level
Illusionist - level 1
Necromancer - level 1
Wizard - level 2

•ELEMENTALIST•

Advance Scheme - Level 1													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+10				+10			

Advance Scheme - Level 2													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+3	+20		+10	+10	+20	+10	+10	

Advance Scheme - Level 3													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+30		+20	+20	+30	+20	+20	

Advance Scheme - Level 4													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+40		+30	+30	+30	+30	+30	

Elementalists are specialist Wizards, whose magic concerns itself with natural forces and the elements of earth, air, fire and water. As well as being able to control the forces of nature to some extent, Elementalists have limited control over the four elements and the beings known as Elementals (see the **Bestiary** - *Elementals*).

As Wizards of nature, Elementalists have a close affinity with living things, and - though reclusive - tend to be kindly and slow to anger. The magical energies upon which an Elementalist draws are fundamentally opposed to those of Demonic and Necromantic magic. Characters who have embarked upon a career as an Elementalist may *never* become Demonologists or Necromancers.

Finding a teacher of Elemental magic is not as easy as finding a Wizard, but much easier than finding a Demonologist or Necromancer. Many Elementalists are hermitic, and live in isolated dwellings close to sources of great natural energy (waterfalls, oceans, volcanoes, mountain tops, and so on). Characters wishing to learn Elemental magic must convince their would-be teacher of their sincerity, demonstrating their love of nature in some way. GMs may wish to have the character make a Fellowship test, modified by -10% for each level the character has achieved in all other magical fields. If the test is successful, the character will be accepted as a student, and will undergo a training period of 1D4+1 months. At the end of this time, accepted characters should expend 200 EPs, and are then considered 1st Level Elementalists, able to cast any Elementalist spells the teacher can teach them

Skills - Level 1
Arcane Language - Elemental Magick
Cast Spells-Elemental Battle Magic level 1
Dousing
Herb Lore
Metallurgy

Skills - Level 2
Astronomy
Cast Spells-Elemental Battle Magic level 2
Identify Undead
Meditation

Skills - Level 3
Arcane Language - Druidic
Cast Spells-Elemental Battle Magic level 3
Demon Lore
Identify Magical Artifact
Magical Awareness

Skills - Level 4
Arcane Language - Dwarvish or Elvish
Cast Spells-Elemental Battle Magic level 4
Manufacture Potions

Magic Points
Humans and Elves: + 4D4 per level.
Dwarfs and Halflings: + 2D4 per level.

Trappings
Hand Weapon
Wizard's Staff
10D6 Gold Crowns

Career Exits
Elementalist - of next level
Illusionist - level 1
Wizard - level 2

•ILLUSIONIST•

Advance Scheme - Level 1												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+10				+10			

Advance Scheme - Level 2												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+3	+20		+10	+10	+20	+10	+10	

Advance Scheme - Level 3												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+30		+20	+20	+30	+20	+20	

Advance Scheme - Level 4												
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+40		+30	+30	+30	+30	+30	

Illusionists are a sub-group of Wizards, specialising in confusing magics that deceive the senses. Apart from the kind of spells they may cast, there is little to choose between ordinary Wizards and Illusionists - at least in the minds of the people.

Finding a teacher of Illusionist magic is relatively easy (in comparison to Demonologists, Elementalists, and Necromancers). However, it is the nature of Illusionist magic to deceive, and the activities of some less-than-scrupulous Illusionists have produced a general feeling of unease and mistrust towards them in the populace at large. Accordingly, most Illusionists fall into one of two categories - the secretive or the open. The former do not advertise their activities, and keep themselves very much to themselves. The latter try to ease people's fears by always behaving in an exemplary fashion. Thus, characters wishing to become Illusionists will either have to convince a teacher of their moral rectitude, or spend a considerable amount of time and effort (not to mention money) seeking out the sort of Illusionist who will teach anyone.

Once a teacher has been found, the character must undergo a training period of 1D3 + 1 months. At the end of this time, the character expends 200 EPs and is considered a 1st Level Illusionist, able to cast any Illusionist spells successfully learned from the teacher.

Skills - Level 1
Arcane Language - Illusionist Magick
Cast Spells-Illusionist Battle Magic level 1
Evaluate

Skills - Level 2
Cast Spells-Illusionist Battle Magic level 2
Hypnotise
Meditation

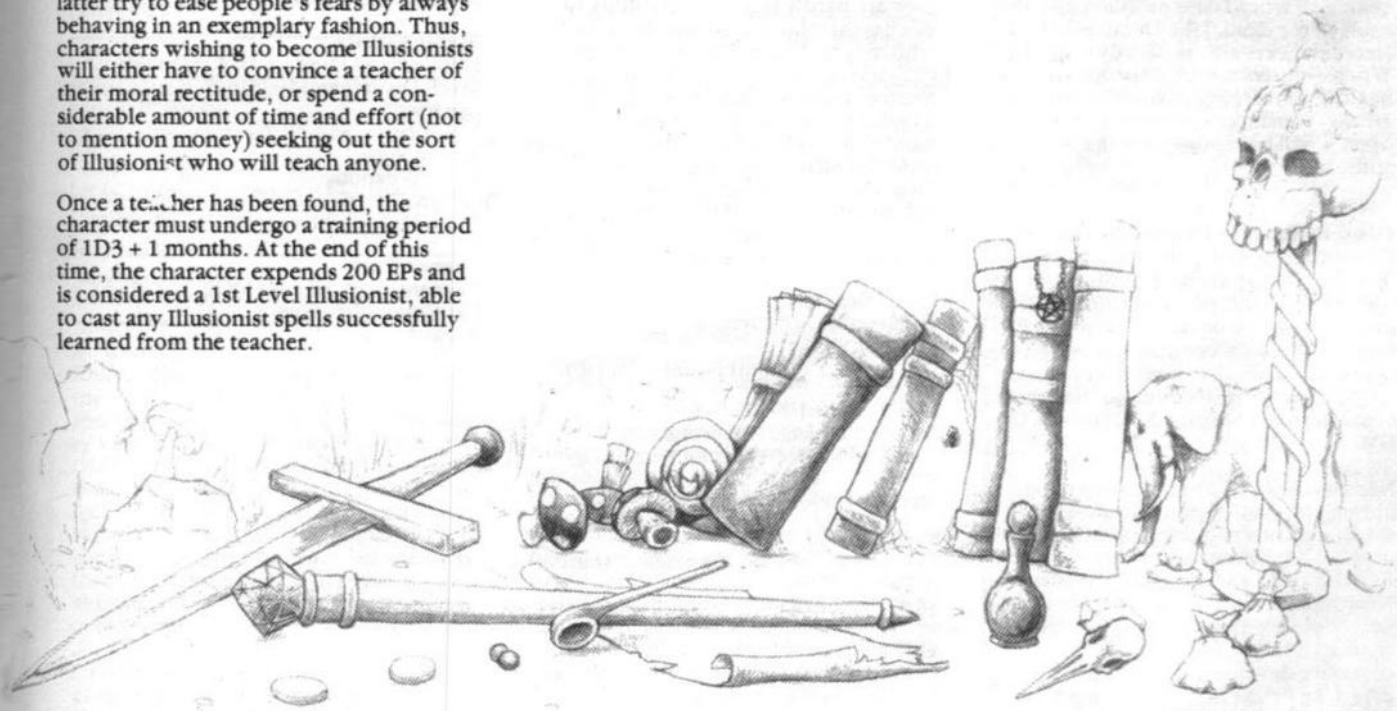
Skills - Level 3
Cast Spells-Illusionist Battle Magic level 3
Identify Undead
Magical Awareness

Skills - Level 4
Cast Spells-Illusionist Battle Magic level 4
Identify Magical Artifact
Manufacture Potions
Manufacture Scrolls

Magic Points
Humans and Elves: + 4D4 points per level. Dwarfs and Halflings: + 2D4 points per level.

Trappings
Hand Weapon
Wizard's Staff
10D6 Gold Crowns

Career Exits
Illusionist - of next level
Demonologist - level 1
Elementalist - level 1
Necromancer - level 1
Wizard - level 2



•NECROMANCERS•

Advance Scheme - Level 1													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+10				+10			

Advance Scheme - Level 2													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+3	+20		+10	+10	+20	+10	+10	

Advance Scheme - Level 3													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+30		+20	+20	+30	+20	+20	

Advance Scheme - Level 4													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+40		+30	+30	+30	+30	+30	

Necromancers are evil Wizards, concerned with the magical power that can be drawn from the world of the dead. Necromancers can commune with the spirits of the dead, and may be able to summon undead creatures to do their bidding. Because of the nature of their work, Necromancers are shunned by most people, hated and feared even more than Demonologists. Necromancers are never able to work openly except in the most decadent or lawless areas of the Old World - parts of Bretonnia and the Badlands. Elsewhere, Necromancers hide out in ruined villages and towns where the local cemeteries provide them with the raw materials essential to their disgusting art.

As a profession, Necromancers are invariably Evil or Chaotic; no other character would dare dabble with the souls of the dead. Like Demonologists, Necromancers are constantly hounded by Witch-Hunters and most people have a healthy abhorrence of the Necromancer's art. Necromancers practising their arts openly will be reported to the local authorities.

Disabilities and Disease: Characters following the dark path of Necromancy lose their humanity and - ultimately - their minds. This process is slow, but inevitable. Sooner or later, characters following this career descend into the depths of depravity, where they can no longer function effectively as player characters and become NPCs run by the GM.

Necromancers have a tendency to be unhygienic, suffer from physical disabilities of various forms. All gradually develop a cadaverous appearance (see *Penalties*). As a result of their researches Necromancers often contract *Tomb Rot* (see *Disease*). There is an increasing chance of this at each level. If the character develops the disease and is later cured, he or she may catch it again on reaching the next level.

Necromancers always suffer from *Morbidity* - a form of insanity peculiar to Necromancers. Sane characters do not spend their time playing around with dirty and diseased corpses. Morbidity begins as a desire to discover the secret of immortality through the study of Necromancy, but as the character reaches higher levels, it degenerates into a mania for studying dead and decaying bodies. Morbid characters are obssessed with death: they go to great lengths to peer at and examine corpses, and delight in being able to turn them into Zombies or Skeletons.

As Necromancers are secretive, it is very difficult to find one willing to teach characters the forbidden arts of Necromancy. Most Necromancers suffer from paranoia in some form or another, so they are hardly likely to be willing to discuss their business with characters who may be Witch-Hunters in disguise. Characters who manage to convince a Necromancer to train them begin a lengthy apprenticeship - it takes 5-8 months for a character to become attuned to the plane of the dead. During this time, they also become increasingly Morbid, and at the end of the training are able to cast any Necromantic spells they have successfully learned from the teacher.

Penalties
Cadaverous Appearance
Morbidity
10% chance of contracting Tomb Rot.

Skills - Level 1
Arcane Language - Necromancy
Cast Spells - Necromantic Battle Magic level 1
Identify Undead

Penalties
1 Disability - roll on the magical Disability Table
30% chance of contracting Tomb Rot

Skills - Level 2
Cast Spells - Necromantic Battle Magic level 2
Demon Lore Meditation

Penalties
1 Disability - roll on the magical Disability Table
50% chance of contracting Tomb Rot

Skills - Level 3
Cast Spells - Necromantic Battle Magic level 3
Magical Awareness
Manufacture Drugs

Penalties
1 Disability - roll on the magical Disability Table
70% chance of contracting Tomb Rot

Skills - Level 4
Cast Spells - Necromantic Battle Magic level 4
Identify Magical Artifact
Manufacture Potions
Manufacture Scrolls

Magic Points
Humans and Elves: + 4D4 points per level. Dwarfs and Halflings: + 2D4 points per level

Trappings
Hand Weapon
Wizard's Staff
10D6 Gold Crowns

Career Exits
Necromancer- of next level
Demonologist - level 1
Wizard - level 2

•PRIEST CAREERS•

Priestly careers are those which involve dedication to a faith or cult, namely Cleric and Druidic Priest.

•BECOMING A PRIEST•

A character wishing to become a priest must first have completed the relevant basic career (Initiate for Cleric, Druid for Druidic Priest), taking all the advances on the Advance Scheme and acquiring all the skills. The character must also have accumulated the 100 Experience Points necessary to change careers.

Changing careers is not automatic, as it is with other careers. Instead of spending EPs to change careers, the character uses them to buy *one* roll on the relevant *Priests' Advance Table*. The result of the roll *must* be applied; failure to obey the will of the gods can result in severe trouble for the offending character (see the **Religion and Belief Section** - *Wrath of the Gods*).

•CAREER PROGRESSION•

The same procedure is followed when Clerics or Druidic Priests wish to move from one level to the next. The lower level career must have been *fully completed*, with all available skills and advances having been taken (plus a minimum of two spells), and the character must spend 100 EPs per level to gain one roll on the *Advance Table*. Thus, Level 2 clerics must pay 300 EPs before they can roll on the *Priests' Advance Table*.

The table below lists the costs of the roll on the *Advance Table* for each level of a Priest career:

To Become	EP Cost
Initiate or Druid	N/A
Cleric/Druid, level 1	100
Cleric/Druid, level 2	200
Cleric/Druid, level 3	300
Cleric/Druid, level 4	400

•THE GODS•

All Initiates must choose *one* deity to follow; characters must be, or become, of the same alignment as the chosen deity, and must dedicate their lives to that deity's service. A list of deities popular in the Old World is given in the **Religion and Belief Section**. Characters may never follow a Priest career following a different deity, and if they voluntarily change alignment or renounce the deity, they will instantly lose all priestly abilities, and will probably suffer some curse as well (see *The Wrath of the Gods*).

Druids and Druidic Priests are followers of the Old Faith, and must be of Neutral alignment. The Old Faith is detailed in the **Religion and Belief Section**. Druidic characters may never become an Initiate or Cleric of any other deity, and if they turn away from the Old Faith, all abilities are lost and a curse will probably be incurred.

•MAGIC POINTS AND SPELLS•

Priests gain and use magic points in a similar way to magicians. However, they will, on average, have slightly fewer magic points than Human Wizards, gaining none at Initiate level and 2D8 at each level thereafter. Priests' magic points come from the deity, rather than from study and research, and the deity may choose to reduce the number of magic points gained or regained by priests who have not behaved as they should.

Note that, as with magicians, Priests may only increase their Power Level by progressing to a higher level. Thus, a character who reaches Cleric, Level 2, will gain no magic points from becoming, for example, a Wizard's Apprentice. Only on attaining level 3 in a spellcasting career will the character gain more magic points.

Similarly, spells are granted by the deity rather than learned, and the deity may deny a character the use of a certain spell or spells. Experience Points must be used to pay for spells, in the same way as for magicians - this reflects characters earning divinely-granted powers by their deeds. Characters do not have to make an Intelligence test in order to learn spells, but must pray in order to be granted them. Success is decided by making a Will Power test, modified by the level of the spell requested, as shown on the following table:

Spell level	Will Power Test Modifier
Petty	x2*
1	x0*
2	-10
3	-20
4	-30

* *A roll of 96-00 is* **always** *a failure, regardless of modifiers.*

When the test is made, the gamesmaster may choose to impose further modifiers, bearing in mind the way the character has behaved recently: a character who has been a shining example of the faith may be awarded some kind of bonus, while a penalty may be applied for a character who has been less than zealous.

If the test is successful, the character expends the necessary EPs and makes a note of the spell name. If the test is a failure, the character does not lose the EPs, but may not pray for that spell again until he or she has either acquired more EPs (equal to the amount that spell would have cost), or has gained a Will Power advance.

Spells available to Priests vary according to the deity they follow, as explained in the **Religion and Belief Section**. Note that Priests must acquire at minimum of two spells at each level before that level can be considered completed.

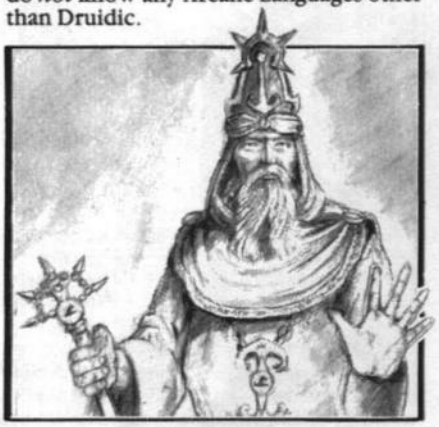
•MAXIMUM NUMBER OF SPELLS KNOWN•

Characters may know any number of Petty Magic spells (dependent on religion). For level 1-4 spells, a character may know a number equal to (Will Power ÷ 10) x the character's level. Thus a level 2 Cleric with a Will Power of 50 may know a maximum of 10 ((50 ÷ 10) x 2) spells.

If a Priest suffers a reduction in Will Power for any reason , the player must recalculate the maximum number of spells which the character may know. If the new number is greater than the number of spells currently known, then the GM must randomly select a spell to be forgotten. Spells lost by characters in this way are not remembered if and when their Will Power returns to its former level. The characters must go through the process of acquiring sufficient EPs, and praying to their deity, all over again. However, they gain a + 10% modifier to their Will Power when making the test to acquire the spell for the second time.

•CAST SPELLS SKILL•

In the Cleric and Druidic Priest Advance Schemes, the Cast Spells skill is listed at each level, and must be acquired before characters may cast any spells of their current level. The skill is listed as either "Cast Spells - Clerical", or "Cast Spells - Druidic" . In the case of Clerics, they may cast a mixture of many different types of magic, depending on their particular religion, and thus the Arcane Language skill (gained at Level 1) applies to these types of magic. For example, a 2nd Level Cleric of Mórr may cast Petty Magic and Necromantic Magic, and knows Arcane Language - Necromantic Magic. Druidic Priests, on the other hand, are able to cast Petty Magic, Battle Magic, Elemental Magic, and Druidic Magic - but do *not* know any Arcane Languages other than Druidic.



•CLERICS•

Clerics are the priesthood of the Old World, authorised by their churches to conduct services and to minister to the spiritual needs of the faithful. In order to carry out their duties, they are granted access to the deity by the medium of prayer, as well as a number of magical powers. These powers come from prayer and devotion to the deity rather than knowledge and force of will, although Clerics are treated in a similar way to Wizards with regard to levels and spell use.

•RELIGIONS•

Full details of some of the major deities can be found in the **Religion and Belief Section**. Characters may be expected to know the names and spheres of influence of all of these gods, and you should allow players of Cleric characters to select one of these deities to follow.

Each cult has its own specific *Strictures* (rules which must be obeyed by Clerics of the cult), *Spells*, *Skills*, *Trials* (which may be set for characters wishing to advance a clerical career - see the *Clerical Advance Table*, below), and *Blessings* (special benefits which a deity may grant to especially deserving followers).

Note that all characters are expected to show at least some measure of respect for *all* the gods - although Clerics are excused from showing respect to deities who are hostile to their own god.

•BECOMING A CLERIC•

To become Clerics, characters must first have completed the Initiate basic career (taking all advances and available skills). Because Clerics depend on their deity for spells, characters do not progress automatically from Initiate to Cleric, level 1; when the Initiate career has been completed, the character must accumulate the 100 Experience Points necessary to change careers, and then appeal to the deity. The character goes to a temple of the deity, and prays for guidance, exchanging the 100 EPs for one roll on the *Cleric Advance Table*. The result *must* be obeyed; failure to do so always results in the character becoming subject to the deity's anger (see *Wrath of the Gods*).

The roll should be modified by the GM according to how well the character has behaved kept the deity's strictures and so on. Characters who have followed exemplary lives according to the beliefs of their religion should be allowed a modifier of +10%; conversely, those who pay only lip service should be penalised by -10%. You should consider other relevant modifiers when Clerics attempt to move to another level - for example, a Cleric who has heroically defended a temple against overwhelming odds may receive a +15% modifier.

The GM is also free to ignore the results of any dice roll - characters who constantly refuse to follow strictures, or abuse their religion in other ways, should invoke the *Wrath of the Gods* automatically, if the player's conduct merits such drastic action. However, this should be extremely rare, only occasioned by such action as even the gods cannot ignore. Conversely, if a Cleric is consistently "saintly," he or she may be awarded a Blessing - bearing in mind that this should be just as rare.

When a Cleric completes a level, the same procedure is used; the character seeks guidance at a temple, and exchanges 100 EPs per level for a roll on the *Cleric Advance Table*. Again, the GM should modify the roll according to the character's behaviour.

CLERIC ADVANCE TABLE

D100 roll	Result
05 or less	The deity takes offence with the character, who immediately suffers the *Wrath of the Gods*.
06-10	The character is judged unworthy to continue as a Cleric, and is commanded by the deity to follow a new basic career. Roll a D6: 1-2 Rogue 3-4 Ranger 5-6 Warrior The new basic career is generated randomly from the relevant *Career Chart*. The character may never again become an Initiate.
11-20	The character must prove him or herself worthy of advancement by undertaking a trial. See the entry for the relevant deity in **Religion and Belief** for some examples of trials.
21-35	The character is judged not to be ready for advancement. The character must accumulate another 100 EPs and try again (even if the character has enough EPs to expend a further 100 straight away).
36-80	The character is judged worthy of advancement, and may enter the next level of the Cleric career.
81-95	The character is favoured by the deity; as well as entering the next level of the Cleric career, the character gains D10 x 10 EPs as a gift from the deity.
95-104	The character is especially favoured by the deity; as well as entering the next level of the Cleric career, the character gains D10 x 10 EPs and 1 Fate Point as a gift from the deity.
105 or more	As well as being permitted to move on to the next level, the character receives one Fate Point and is *blessed*. See the entry for the relevant deity in **Religion and Belief** for the precise details.

Once a Cleric has completed the level 4 Cleric career, another roll is made on the *Cleric Advance Table*. The result must be obeyed as usual, except that instead of moving on to another level, the character may take any of the listed Career Exits, without losing any spell use. Players who reach this exalted height must remember, however, that their characters are still Clerics; the change in career in no way affects the commitment which the deity expects of them.

Skills - Level 1
Arcane Language - Magick (as appropriate for the religion)
Cast Spells - Clerical 1
Meditate
Public Speaking
plus any listed under the Cleric's deity

Skills - Level 2
Cast Spells - Clerical 2
Identify Undead
Magical Sense
plus any listed under the Cleric's deity

Skills - Level 3
Cast Spells - Clerical 3
Magical Awareness
Manufacture Scrolls
plus any listed under the Cleric's deity

Skills - Level 4
Cast Spells - Clerical 4
Manufacture Potions
plus any listed under the Cleric's deity

Advance Scheme - Level 1

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+10					+10	+10	+10

Advance Scheme - Level 2

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+3	+20		+10	+10	+10	+10	+20	+10

Advance Scheme - Level 3

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+20		+20	+20	+20	+20	+30	+20

Advance Scheme - Level 4

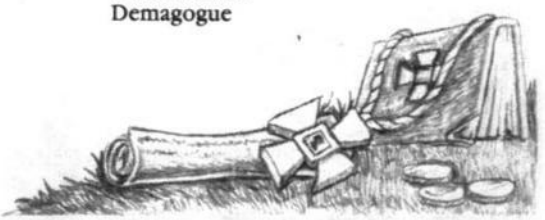
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+30		+30	+30	+30	+30	+30	+30

Magic Points
+2D8 points per level (including Dwarfs and Halflings)

Strictures
According to religion

Trappings
Clerical Robes
Religious Token
D6 Gold Crowns

Career Exits
Cleric - of next level
Witch-Hunter
Demagogue



•DRUIDIC PRIESTS•

Druidic Priests, as their name implies, form the priesthood of the Old Faith (see the **Religion and Belief Section**), and players of Druid characters should be familiar with the information contained in that section. In many ways, they are similar to Clerics, as they advance through four levels of power and gain certain magical abilities by following a strict code of life. They tend to be reclusive, and sometimes live as hermits in the depths of the forests. Some Druidic Priests tend the *sacred groves* which serve the Old Faith as temples and shrines, while others travel through the countryside, furthering the interests of their faith as they see fit and protecting the natural world as well as they are able.

•DRUIDS AND THE OLD FAITH•

The basic career of Druid has the same relationship to the Druidic Priest career as Initiate has to Cleric. All would-be Druidic Priests must fully complete this career first (taking all advances and all available skills). Only in this way can they learn the ways of the Old Faith.

The origins of the Old Faith stretch back to the time before written history. It still has strong associations with many ancient sites, such as barrows and stone circles, whose significance has long been forgotten by others. Druids must be Human, but there are no other restrictions on entry to this career. A character who has been a Druid, but has taken another career, keeps all druidical abilities provided that he or she does not become a follower of another religion; if a Druid changes religion, all abilities are lost, and the character can never become an Initiate or Cleric of the new faith.

Details of the *Strictures* that apply to all Druids, as well as some example *Trials* and *Blessings* can be found under the heading *The Old Faith*. This topic also provides a table for the random selection of a *Spirit Familiar* - which all Druids acquire on advancing to Level 1 of the Druidic Priest career.

•BECOMING A DRUIDIC PRIEST•

Even though a character may have completed the Druid basic career and amassed enough experience to progress to the career of Druidic Priest, the progression is not automatic. The Druid has a set of strictures which must be followed, and disregarding or deliberately violating these strictures will have the same results as described in the *Wrath of the Gods*.

Druids are not absolutely committed to becoming Druidic Priests; they are the followers of the religion, and not all of them will aspire to, or achieve, Priesthood. A Druid character may leave the career at any time by accumulating 100 EPs and choosing a new career from the options given. To become a level 1 Druidic Priest, the Druid must have *fully completed* the basic career, and have accumulated 100 Experience Points. Then, the character must go alone into the forest, and spend a week in fasting and meditating in seclusion. The player then exchanges 100 experience points for one

roll on the *Druid Advance Table*. Druids have only *one* chance of becoming a Druidic Priest, and the result of the roll on the table must be obeyed; failure to do so will lead to the character becoming the subject of the *Wrath of the Gods*.

The GM may modify the roll according to how well the character has behaved, following the tenets of the Old Faith, keeping its strictures and so on. Characters who have followed exemplary lives according to the beliefs of the Old Faith should be allowed a modifier of +10%; conversely, those who have paid only lip service should be penalised by -10%. You should consider any other relevant modifiers when a character attempts to move to another level. For example, a Druid or Druidic Priest who has painstakingly protected an area of natural woodland may receive an additional +5% modifier.

The GM is also free to ignore the results of any dice roll - characters who constantly refuse to follow strictures or who abuse their familiar could be considered to have invoked the *Wrath of the Gods* automatically. Conversely, characters who are the living embodiment of the Old Faith could receive a Blessing automatically.

When a Druidic Priest completes a level, the same procedure is used; the character goes to a sacred grove and communes with nature, exchanges 100 EPs per level for a roll on the *Druid Advance Table*. Again, the GM should modify the roll according to the character's behaviour.

Skills - Level 1
Arcane Language - Druidic
Cast Spells - Druidic 1
Heal Wounds
Herb Lore
Meditation
Ride
plus any listed under the Old Faith

Skills - Level 2
Cast Spells - Druidic 2
Charm Animal
Cure Disease
Divination
Magical Sense
plus any listed under the Old Faith

Skills - Level 3
Astronomy
Cast Spells - Druidic 3
Magical Awareness
Prepare Poison

Skills - Level 4
Cast Spells - Druidic 4
Manufacture Potions
Rune Lore

Magic Points
+2D8 points per level

Strictures
See section on Druids and the Old Faith

Trappings
Hand Weapon
White Robes

Career Exits
Nil

Advance Scheme - Level 1

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+10						+10	

Advance Scheme - Level 2

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+3	+20		+10	+10	+10	+10	+20	+10

Advance Scheme - Level 3

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+20		+20	+20	+30	+20	+20	+20

Advance Scheme - Level 4

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+30		+30	+30	+30	+30	+30	+30

DRUID ADVANCE TABLE

10 or less	The character is judged unworthy to become or continue as a Druidic Priest, and must move to a randomly-determined Ranger career. If the character has followed this career before and completed the Advance Scheme, then any career from its *career exit* options may be chosen *except* for Druid. There is no further Experience Point cost for entering this new career, but the character may never again become a Druid or attempt to become a Druidic Priest.
11-25	The character must undertake a *trial* in order to be proved worthy to become a Druidic Priest or to advance to next level. The Old Faith section of religions contains a number of possible trials.
26-40	The character is found worthy, but is not yet considered ready for advancement. Once another 100 Experience Points have been accumulated, the character may try again.
41-80	The character is found worthy and may advance to next level. Players with characters becoming Druidic Priests should note down the advance scheme for level 1 and take steps to obtain the Trappings. The Druidic Priest is also granted a *spirit familiar*; roll once on the *Familiar Table* (see *The Old Faith*) and gain the *first* skill listed for the familiar type (at no EP cost).
81-95	The character is not only found worthy but is also granted a gift; advance as above and gain D10 x 10 Experience Points as a mark of divine favour. New Druidic Priests also gain *both* skills listed for their familiar type.
95-104	As well an advance, the character receives a special gift; gain D10 x 10 Experience Points, *plus* both skills listed for the character's familiar type (if not already gained) and 1 Fate Point.
105 or more	The character is *blessed* and advances to next level as above, gaining D10 x 10 Experience Points, both skills listed for the character's familiar type (if not already gained), 1 Fate Point *and* a *blessing*.

•PETTY MAGIC SPELLS•

Petty Magic covers a wide range of non-offensive spells used by all spellcasting characters. Generally speaking, these spells cost few magic points to cast, and require few, inexpensive ingredients.

CURSE

Spell Level: P
Magic Points: 1
Range: 12 yards
Duration: Until dispelled
Ingredients: Hair, fingernail, etc from the victim

This spell allows the caster to place a Curse on one chosen victim, who must be within 12 yards when the Curse is made. The victim may test against Will Power, but if this is failed, the curse takes effect. A curse can be removed automatically by the original caster, or by another spellcaster of a higher level, using a Remove Curse spell.

Here are some sample curses; the caster may choose the precise effects of any curse, but the GM should make sure that they are about the same as those listed here - uncomfortable, perhaps embarassing, but not especially dangerous.

Warts	Baldness
Boils, piles	Severe rash
Hair turns a bright colour	Halitosis
Irregular bowel movement	Flatulence
Smelly feet	

GIFT OF TONGUES

Spell Level: P
Magic Points: 1 per turn
Range: Hearing
Duration: 1+ turns
Ingredients: The tongue of any creature

This spell affects the caster only, enabling the speaking and understanding of any language heard. The effects last for 1 turn per magic point expended, and may be extended at the cost of further points.

GLOWING LIGHT

Spell Level: P
Magic Points: 1 per hour
Range: Touch
Duration: 1+ hours
Ingredients: Any object desired by the caster

This spell is cast on one object, which the caster must be holding. The object glows brightly, giving off light equivalent to that cast by a lantern (see *Light and Darkness*). The light lasts for 1 hour but this duration can be extended by the expenditure of further magic points. At the end of the spell's duration, the object disappears.

MAGIC ALARM

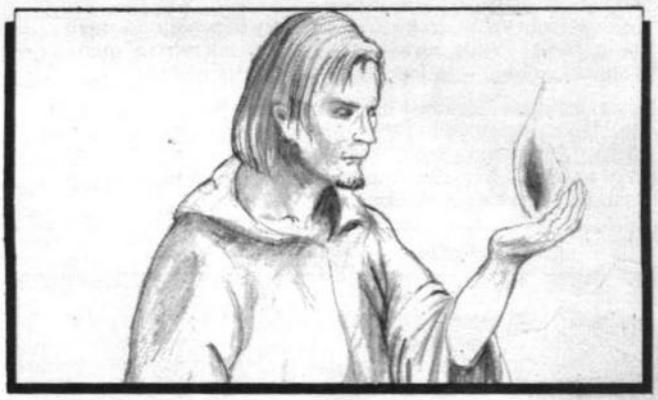
Spell Level: P
Magic Points: 2
Range: Touch
Duration: Until triggered
Ingredients: A small bell

This spell can be cast on any spot the caster wishes. Should any living creature pass within 1 yard of it, the caster will be made aware that this has happened - even to the point of waking up if alseep at the time - no matter how far away the event takes place. The caster knows only that something has disturbed the spell, and will not be aware of any other details. The caster may only have one such spell in existence at any one time. The spell lasts until the alarm has been triggered or until the caster casts another.

MAGIC FLAME

Spell Level: P
Magic Points: 1
Range: Personal
Duration: Until extinguished
Ingredients: None

The caster causes a small, bluish flame to burst forth suddenly upon his or her open palm. So long as the caster's palm remains open the flame will burn. It is automatically extinguished as the fist is closed. The flame is too small and inoffensive to cause psychological reactions in creatures that fear fire, and it is also too small to cause damage or to be used as a weapon. It can, however, be used to ignite flammable substances, torches, lamps, etc., and it provides illumination as a candle (see *Light and Darkness*). The caster needs to be careful with this spell as there exists the danger that his or her robes may be set on fire!



MAGIC LOCK

Spell Level: P
Magic Points: 3 per week
Range: 1 yard
Duration: 1+ weeks
Ingredients: A dab of glue

This spell can be cast on any lock or bolt within 1 yard of the caster. An enchanted lock/bolt cannot ever be picked or forced open, but will remain solidly firm. However, the spell does not prevent someone from smashing down a magically locked door, for example, and magically locked chests could still be broken open.

MARSH LIGHTS

Spell Level: P
Magic Points: 1
Range: Not Applicable
Duration: 1 hour
Ingredients: 2 fireflies

This spell creates the appearance of a number of lights, as of distant torches or lanterns. The lights appear within 100 yards of

the caster, and can then be sent off in any desired direction. They naturally follow corridors or paths, and do not need to be controlled or overseen in any way. The caster can, however, control their movements more closely while the lights remain in sight - but must concentrate to do so (ie, he or she may not perform any other actions while controlling the lights' movements).

The lights travel at various speeds, but never slower than 8 yards per round, and never faster than 16 yards per round. They last for 1 hour, and then gradually fade and vanish. This spell is useful for creating false trails, and confusing pursuers. By the time they realise what is going on, the caster could be miles away.

OPEN

Spell Level: P
Magic Points: 3
Range: 1 yard
Duration: Instant
Ingredients: A small silver key

This spell can be cast against any lock, bolt or latch within 1 yard, and causes it automatically to unlock, unbolt or lift. The locks or whatever, will remain opened for the next minute, and cannot be forced shut again during this time. This spell will not work on a magically locked bolt, lock or latch.

PRODUCE SMALL CREATURE

Spell Level: P
Magic Points: 2
Range: Personal
Duration: Not Applicable
Ingredients: None

This spell allows the character magically to produce a small animal from a hat or pocket. The creature is a normal member of its species, and may be eaten if it is normally edible.

Magicians must randomly determine the type of creature produced by the spell - whenever they use this spell, that type of creature always appears. The spell can be performed several times in succession, enabling magicians to pull a number of creatures from hats or pockets.

Die Roll	Creatures
1	White mouse
2	White rabbit
3	White dove
4	Snake
5	Fish
6	Lizard

PROTECTION FROM RAIN

Spell Level: P
Magic Points: 1
Range: Personal
Duration: 1 hour
Ingredients: A miniature umbrella

This spell stops rain from falling on the caster. Even in the heaviest downpour the character remains perfectly dry. The effects last for 1 hour, or until dispelled by the caster.

REINFORCE DOOR

Spell Level: P
Magic Points: 3 per week
Range: 1 yard
Duration: 1+ weeks
Ingredients: A small lock

This spell can be cast on any door, chest or similar vessel within 1 yard to make it physically tougher, and thus harder to break open. The door or vessel will gain one point of Toughness. Up to three spells (+3 Toughness) can be cast on any one door or vessel.

REMOVE CURSE

Spell Level: P
Magic Points: 1
Range: Touch
Duration: Instantaneous
Ingredients: None

The caster can remove a curse placed by another caster of the same level or lower. Only one curse can be removed at a time.

SLEEP

Spell Level: P
Magic Points: 2
Range: Touch
Duration: D6 turns
Ingredients: A piece of down

This spell can be cast upon any single character the caster can touch - the victim need not know that a spell is being cast. The victim must make a test against Will Power or fall into a comatose sleep for D6 game turns. This spell only works against a single, humanoid creature under ten feet tall - it has no affect against larger creatures.

A caster wishing to use this spell against a combat opponent must make a successful hit with the open hand (normal unarmed combat modifiers apply). The touch causes no damage, but the victim will fall into a deep sleep.

SOUNDS

Spell Level: P
Magic Points: 1
Range: Within hearing
Duration: 1 round
Ingredients: A small speaking trumpet

This spell causes a sound of some kind to occur. This can be a very loud noise, which echoes over a great distance (up to half a mile in the open, more underground), or a very soft noise, such as heavy breathing. The caster may choose the type of noise and the volume; the spell can produce any kind of noise except speech. The noise lasts only for a single ten-second round. The source of the noise may be anywhere up to 24 yards from the caster.

ZONE OF COLD

Spell Level: P
Magic Points: 1
Range: Personal
Duration: 1 hour
Ingredients: A lit torch

This spell creates a 12-yard diameter Zone centred around the caster. The Zone lasts for an hour, until it is destroyed, or until the caster moves. Within the Zone the temperature is lowered by ten degrees centigrade. Whilst a character is maintaining a Zone he may not cast any new magic, nor may he use meditation skill to recover magic points. Two or more Zones may not overlap. If they should do so then both Zones are instantly destroyed.

ZONE OF SILENCE

Spell Level: P
Magic Points: 1
Range: Personal
Duration: 1 hour
Ingredients: A ball of wax

This spell creates a 12-yard diameter Zone, centred on the caster.

The Zone lasts for an hour, until it is destroyed, or until the caster moves. No sound will pass into or out of the Zone, no matter how loud.

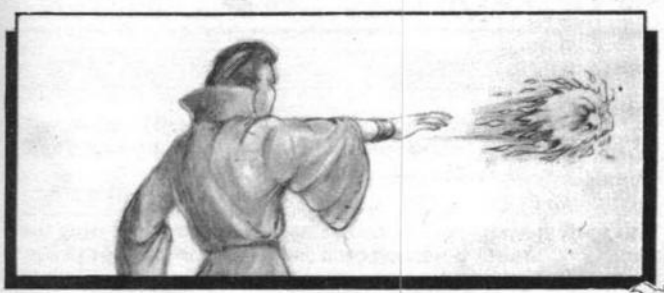
A character maintaining a Zone, may not cast any or use meditation skill to recover magic points. Two or more Zones may not overlap. If they do so, then both Zones are instantly destroyed.

ZONE OF WARMTH

Spell Level: P
Magic Points: 1
Range: Personal
Duration: 1 hour
Ingredients: A piece of animal fur

The Zone of Warmth creates a 12-yard diameter Zone centred around the caster. The Zone lasts for an hour, until it is destroyed, or until the caster moves. Within the Zone temperature is raised by ten degrees centigrade.

While a character is maintaining a Zone, he or she may not cast any new magic or use Meditation skill to recover magic points. Two or more Zones may not overlap. If they should do so, then both Zones are instantly destroyed.



•BATTLE MAGIC SPELLS•

These spells are the ones used by non-specialist Wizards, and are also available for use by Alchemists and some Clerics. They cover a wide range of defensive and offensive capabilities, providing the spellcaster with a multitude of options for a variety of situations.

AURA OF RESISTANCE

Spell Level: 1
Magic Points: 2
Range: Personal
Duration: 1 hour per level
Ingredients: A pair of magnets

Aura spells provide protection against Wounds by increasing the number of armour points on each part of the casting character's body by +1.

Auras may be dispelled by magical means (eg, Dispel Aura), and are automatically dispelled by hits from magical weapons, so are not a guarantee of invulnerability. Characters may only bear one Aura at any one time, and may dispel their own Aura whenever they wish.

CAUSE ANIMOSITY

Spell Level: 1
Magic Points: 4
Range: 48 yards
Duration: 1D6 rounds
Ingredients: Any part of a dead Goblinoid

This spell can be cast against a group of characters or creatures that are normally *subject to animosity*, such as Goblins. The creatures must make a test against Will Power to resist the spell's effects. If unsuccessful, they attack each other until the appearance of any other creatures that they would normally regard as enemies, at which point the spell is instantly broken. Otherwise the spell's effects last for D6 combat rounds.

CURE LIGHT INJURY

Spell Level: 1
Magic Points: 3
Range: Personal
Duration: Permament until further Wounds are received
Ingredients: A piece of lint

This spell can be used to heal the caster or one other character or non-magical creature by touch. The spell takes effect immediately, restoring D6 Wounds to the character. This spell will *not* heal a character suffering from heavy wounds (less than two remaining Wounds). If cast on such a character, the spell has no effect.

A spellcaster who uses this spell, but fails to cast it successfully (see *Magic Point Cost*), *causes* D6 Wounds to the victim.

FIRE BALL

Spell Level: 1
Magic Points: 1 per Fire ball
Range: 48 yards
Duration: Instantaneous
Ingredients: A ball of sulphur

Characters casting this spell can literally throw a ball of fire at their enemies, causing a great deal of damage and consternation. Only one fire ball per level may be thrown per combat round. Each spell must be targeted at the same character or group of characters or creatures. Target restrictions apply in the same way as for normal missile fire (see *Targeting Spells*).

Fire balls automatically hit their target. If a fire ball is fired into a group, it will hit 1D3 creatures per level of the caster. Each hit has a Strength of 3, and causes 1D10 Wounds on one target (irrespective of any armour). Flammable targets suffer an additional 1D8 Wounds.

Creatures that are subject to *fear* of fire will have to make a Fear test.

Fire balls are *magic missiles*. A victim of a fire ball may attempt to reduce the effects of the blast by testing against Initiative. A successful test results in the character taking only half damage from the fire ball.

FLIGHT

Spell Level: 1
Magic Points: 3
Range: Personal
Duration: 1 round
Ingredients: A wing feather from a bird of prey

Upon casting this spell the caster is endowed with magical flight. The character can immediately fly 48 yards in any direction desired, but cannot fly through walls or solid objects. A character may continue to fly by spending 3 magic points per round, but may not cast any other spells while doing so.

Characters can carry up to half their normal, non-penalty encumbrance while flying (see *Armour and Encumbrance*). If any more is carried, the spell fails to work.

HAMMERHAND

Spell Level: 1
Magic Points: 2
Range: Personal
Duration: D6 x 10 turns, or until caster is wounded
Ingredients: A small silver hammer

This spell endows the caster with increased fighting potential. The character may fight in combat with twice as many Attacks, and with a Strength of 2 greater than normal. The spell lasts for D6 x 10 turns, or until the character suffers the loss of any Wounds, at which point it is automatically dispelled.

IMMUNITY FROM POISON

Spell Level: 1
Magic Points: 2
Range: Personal
Duration: 1D6 x 10 turns per level of caster
Ingredients: The tail of a scorpion

This spell may be cast either on the caster or on any other single character within 6 yards. It gives the bearer complete immunity from poisons and venoms for between 10 minutes and 1 hour per level of the caster.

STEAL MIND

Spell Level: 1
Magic Points: 4
Range: 24 yards
Duration: D6 rounds
Ingredients: A phial of pure alcohol

This spell may be cast against any other single character within 24 yards of the caster. The victim receives a test against Will Power to avoid the spell's effects. Failure results in the target victim becoming utterly mindless, unable to do anything but sit on the ground, gibber, dribble and eat grass. A mindless creature cannot defend itself and counts as prone for the purposes of attacks made against it (see the **Combat Section**). The creature may not move of its own volition, but may be dragged along at half-pace.

The effect is only temporary, wearing off after D6 combat rounds. If desired, the dice may be rolled in secret by the gamesmaster to prevent the players from knowing exactly when the spell ends.

STRENGTH OF COMBAT

Spell Level: 1
Magic Points: 1
Range: Personal
Duration: Until the next sunrise
Ingredients: The scalp of any giant

This spell allows a temporary increase of one of the caster's fighting characteristics - WS or BS by +10; or M, S, T, I or A by +1; or Wounds by 1D6+1 (caster's choice).

The effect lasts from the moment the spell is cast until the following morning. Any attempt to cast a second spell on the same character results in the older spell being dispelled, while the new spell works as normal.

WIND BLAST

Spell Level: 1
Magic Points: 2
Range: 48 yards
Duration: While caster concentrates
Ingredients: An animal bladder

This spell causes a terrific blast of wind, aimed specifically at a single character or group within 48 yards. Victims hit by this spell are knocked off balance for 1 round - during which they may do nothing other than recover balance. In subsequent rounds, they may neither move nor fire missiles (but see below). Note that two groups engaged in hand-to-hand combat must necessarily count as *one* group, and so both sides will be affected (see *Targeting Spells*). They may continue to fight, but any Wound damage caused by *either* side during a wind-blasted combat will be halved (rounding down).

The effect lasts until the caster either casts another spell, moves, is engaged in combat, or wishes to stop. Targets in buildings, or behind walls, hedges, or cover of any kind are not affected.

Characters or creatures affected by a Wind Blast may move forward at half their normal move rate if they make a successful test against Strength x5.

•LEVEL TWO•

AURA OF PROTECTION

Spell Level: 2
Magic Points: 3
Range: Personal
Duration: 1 hour per level
Ingredients: A small, iron ring

This spell provides protection against Wounds by increasing the number of armour points on each section of the casting character by +2.

Auras may be dispelled by magical means (eg, Dispel Aura), and are automatically dispelled by hits from magic weapons, so are not a guarantee of invulnerability. Characters may only bear one Aura at any one time, and may dispel it whenever they wish.

CAUSE FRENZY

Spell Level: 2
Magic Points: 4
Range: 48 yards
Duration: 3D6 rounds
Ingredients: A lock of hair from a Chaos Beastman

This spell induces *frenzy* in an individual or group within 48 yards. The victim or victims have to make a test against Will Power or become *subject to frenzy* for 3D6 rounds. Each round they must make a test against Cool or enter into a frenzied state (see *Standard Tests*).

This spell will not affect creatures not normally affected by psychological reactions, such as Undead.

CAUSE HATRED

Spell Level: 2
Magic Points: 4
Range: 48 yards
Duration: 3D6 rounds
Ingredients: Blood from a giant spider

This spell induces *hatred* into an individual or group within 48 yards. Target creatures may make a test against Will Power to avoid the spell's effects. Failure results in the victims becoming *subject to hatred* against any single, enemy group or individual that the caster wishes, for the duration of the spell. They must make them the appropriate psychological tests (see *Standard Tests*).

This spell does not affect creatures normally unaffected by psychological reactions, such as Undead.

CAUSE PANIC

Spell Level: 2
Magic Points: 3
Range: 48 yards
Duration: 2D6 rounds
Ingredients: The tooth of a Dragon

This spell induces panic in any individual or single group within 48 yards. Unless the victim(s) makes a successful test against Will Power, all future tests against Intelligence, Will Power, Cool or Leadership are failed automatically for the duration of the spell.

This spell has no affect on creatures not normally affected by psychological reactions, such as Undead.

HOLD FLIGHT

Spell Level: 2
Magic Points: 4
Range: 48 yards
Duration: One combat only
Ingredients: The jawbone of a mule

This spell can be cast upon any individual or single group within 48 yards, which is already engaged in combat. It prevents the target of the spell from being routed or otherwise forced to leave combat for the duration of that combat. Characters may, however, run away if they wish to.

Hold Flight also affects characters already forced to leave combat, in which case they may recover and return immediately.

The effects of the spell end when affected characters have no more opponents within hand-to-hand combat range.

LIGHTNING BOLT

Spell Level: 2
Magic Points: 2 per lightning bolt
Range: 48 yards
Duration: Instantaneous
Ingredients: A tuning fork

This spell is a more powerful version of the Fire Ball spell, allowing the caster to throw bolts of lightning rather than fire. Only one lightning bolt per level may be thrown during the combat round. Each bolt must be thrown at the same individual or group. Target restrictions apply in the same way as for normal missile fire (see *Targeting Spells*).

Lightning bolts have a range of 48 yards and automatically hit their target. If fired into a group they will hit 1D3 creatures of characters per level of the Caster. Each hit causes 1D10 Wounds at Strength 4 (irrespective of armour) and 1D8 additional wounds on flammable targets.

Creatures which are *subject to fear* of fire or magic will have to make a Fear test.

Lightning bolts are *magic missiles*. Victims of a lightning bolt may attempt to dodge the blast by testing against Initiative. If successful, the character only takes half damage.

MYSTIC MIST

Spell Level: 2
Magic Points: 4
Range: Sight
Duration: 2D6 rounds
Ingredients: A ball of cotton wool

This spell creates an area of mist 12 yards in diameter anywhere within the caster's line of sight. Individuals caught in the mist cannot see out of it or through it, while those outside cannot see into it or past it.

Anyone caught in the mist must move at half their normal movement rate, or else wander around randomly within the mist. The spell lasts for 2D6 combat rounds, dispersing at the end of the last round. The duration of the mist should be determined secretly by the GM.

SMASH

Spell Level: 2
Magic Points: 3
Range: Touch
Duration: Instantaneous
Ingredients: A lock of hair from a giant

This spell can be cast onto a door, wall or other inanimate surface or object. It does not work on a creature, living or undead. The caster must touch the surface to be affected. The spell delivers the equivalent of 1D3 hits at Strength 10 on any section of wall (see *Destroying Buildings*).

ZONE OF SANCTUARY

Spell Level: 2
Magic Points: 3
Range: Personal
Duration: 1 hour per level
Ingredients: A small silver pentagram

This spell creates a 12-yard diameter, magical Zone centred around the caster. The Zone lasts for 1 hour per level of the caster or until the caster moves. All characters inside the Zone become immune to *all* psychological reactions. The Zone may not be entered by any Undead, Ethereal, Demonic or Elemental creature, nor may such creatures fire missiles or cast spells into the Zone.

While maintaining a Zone, characters may not cast any other spells, nor use Meditation skill to recover magic points. Two or more Zones (regardless of type) may not overlap. If another Zone (cast by another spellcaster) should touch or overlap the Zone of Sanctuary, then *both* Zones are instantly destroyed.

ZONE OF STEADFASTNESS

Spell Level: 2
Magic Points: 3
Range: Personal
Duration: 1 hour per level
Ingredients: 1 pint of Dragon blood

This spell creates a 12 yard diameter Zone centred on the caster. The Zone lasts for 1 hour per level of the caster or until the caster moves. All friendly characters inside the Zone become immune to all psychological effects. In addition, they may make *three times* as many attacks as normal and receive +1 armour points on every part of their body, so long as they remain within the Zone.

Whilst maintaining a Zone, a character may not cast any other spells or use Meditation skill to recover magic points. Two or more Zones may *not* touch or overlap. If two Zones of any kind touch or overlap, then *both* Zones are instantly destroyed.

•LEVEL THREE•

ANIMATE SWORD

Spell Level: 3
Magic Points: 6, +2 per round to maintain
Range: Line of sight
Duration: 1+ rounds
Ingredients: A sword

The caster is able to animate a normal, non-magical sword and endow it with a temporary life of its own. The animated sword acts independently of the caster, flying through the air and fighting as the caster wishes.

The weapon's profile is:

M	WS	BS	S	T	W	A
6	57	0	4	5	6	2

For each round after the first, the caster must expend a further two magic points to maintain the spell, *plus* one point for each hit scored on the sword by its opponent(s) during the previous round. The caster *may* cast other spells while maintaining the sword, but may not use Meditation skill to recover magic points. If the sword is wounded to zero or less, use the *Sudden Death Table* (see the **Combat Section**); if the sword is 'killed' the spell ends immediately. The spell also ends if the sword goes out of sight of the caster - such as entering a building or turning a corner in a passageway.

ARROW INVULNERABILITY

Spell Level: 3
Magic Points: 8
Range: 24 yards
Duration: 2D6 rounds
Ingredients: A turtle or tortoise shell

This spell may be cast on either the caster or any individual or single group within 24 yards. The spell makes the recipient(s) completely invulnerable to any kind of normal missile fire, including arrows, crossbow bolts, thrown weapons or large seige weapons. The spell will not offer protection from magic missiles such as enchanted arrows, Fire Balls, etc.

This spell will last for a total of 2D6 combat rounds from the moment it is cast. The GM should make this roll in secret.

CAUSE COWARDLY FLIGHT

Spell Level: 3
Magic Points: 6
Range: 48 yards
Duration: 3D6 rounds
Ingredients: The blood of any Demon

The spell can be cast on any individual or group of creatures within 48 yards. Targets may make a Will Power test, and if this is unsuccessful, they must make an immediate test on their Leadership. Failing this test forces the victim to withdraw from combat and run away from the scene of fighting, if possible. Victims will continue to flee for the duration of the spell.

This spell will only affect creatures normally affected by psychological effects, not such creatures such as Undead.

CAUSE FEAR

Spell Level: 3
Magic Points: 5
Range: 48 yards
Duration: 3D6 rounds
Ingredients: The skull of any creature over ten feet tall

This spell induces *fear* in any individual or single group of creatures within 48 yards. Unless they make a successful Will Power test, victims become *subject to fear* against all potential combat opponents, and have to make the appropriate psychological test whenever a combat is initiated. The effect lasts for 3D6 combat rounds.

This spell will not affect creatures that are normally immune to psychological effects, such as Undead.

CAUSE INSTABILITY

Spell Level: 3
Magic Points: 6
Range: Within sight
Duration: Instantaneous
Ingredients: The hand of a Necromancer or Demonologist

This spell affects all creatures within sight of the caster which

are already *subject to instability* (Ethereal Undead, Demons, Elementals and some Undead). The creatures must make a test against Will Power, or become unstable; roll 1D6 and consult the table given in the **Bestiary**.

CAUSE STUPIDITY

Spell Level: 3
Magic Points: 5
Range: 48 yards
Duration: 3D6 rounds
Ingredients: The brain of a giant

This spell may be cast at any individual or single group of creatures within 48 yards. The target(s) must make a test against Will Power or be *subject to stupidity* for the next 3D6 rounds. The victim(s) must make the appropriate psychological test whenever circumstances dictate (see *Standard Tests*). The spell also lowers the Intelligence of the victim(s) by D6x10 points for the duration of the spell.

This spell will not affect creatures that are normally immune to psychological effects, such as Undead.

Diminished Intelligence may have other side-effects, especially on magicians, who are limited in the number of spells they may know by their Intelligence level (see *Maximum Number of Spells Known*).

CURSE OF ARROW ATTRACTION

Spell Level: 3
Magic Points: 6
Range: 48 yards
Duration: 1 hour
Ingredients: A magical arrow

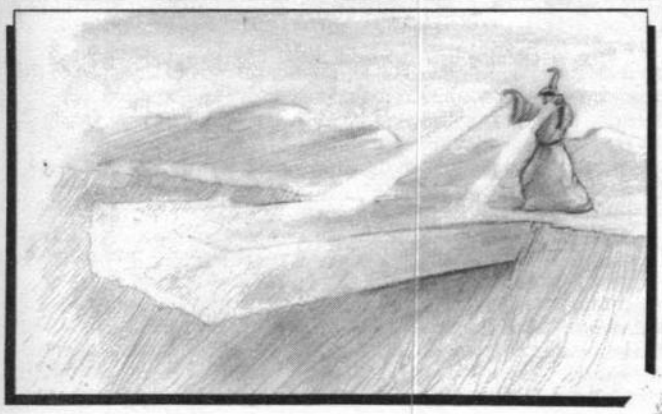
This spell may be cast at any individual or single group of creatures within 48 yards. Each target may make a test against Will Power to avoid the effects. If the test is failed, the target is cursed for the next hour.

Any non-magical missiles fired at targets anywhere within 48 yards of cursed characters will redirect themselves at them, selecting the nearest cursed individual where there is any doubt. Missiles which have insufficient range to reach their new target will fall short and cause no damage. Missiles fired by a cursed character turn around in mid-flight and strike their firer.

DISPEL AURA

Spell Level: 3
Magic Points: 4
Range: 48 yards
Duration: Instantaneous
Ingredients: A glass sphere

This spell can be cast against any single character protected by an Aura spell of levels one or two. The character may *not* make a Magic test to avoid the effects - the Aura is instantly dispelled. This spell does *not* affect Aura spells of levels three or four.



MAGIC BRIDGE

Spell Level: 3
Magic Points: 8
Range: 0
Duration: Until the next sunrise
Ingredients: A twig from an oak tree

This spell is used to create a solid bridge over any obstacle, such as a river, bog, etc. The spell can be used to create a bridge between the ground and the top of a fortress wall if desired. The bridge begins at the caster's feet, and extends forwards up to a distance of 12 yards per level of the caster. A magic bridge can be up to 8 yards wide if desired and can be crossed without movement penalty.

Once created, a magic bridge can be dispelled at any time by its creator. Otherwise it will last until the following morning, when it crumbles into nothing.

TRANSFER AURA

Spell Level: 3
Magic Points: 5
Range: 4 yards
Duration: 1 transfer
Ingredients: As for Aura being transfered

Normally Aura spells can only be cast onto the spellcaster. However, this spell enables the transference of an Aura from the spellcaster to any other character within 4 yards. The character receiving the Aura must make a test against Will Power as though under magical attack, or the spell fails to take effect. Spellcasters may enhance their spell (expending extra magic points) to aid transference if they wish.

•LEVEL FOUR•

AURA OF INVULNERABILITY

Spell Level: 4
Magic Points: 16
Range: Personal
Duration: 1 hour per level
Ingredients: A piece of Dragon hide (at least 6"x6")

The type of protection afforded by this Aura spell nullifies the next 4D6 Wounds inflicted on the caster by non-magical weapons.

Auras may be dispelled by magical means, and are automatically dispelled by magical weapons, so do not provide complete invulnerability. Characters may only bear one Aura at any one time, and can dispel their own Aura whenever they wish.

BLAST

Spell Level: 4
Magic Points: 10
Range: 48 yards
Duration: Instantaneous
Ingredients: Gunpowder (10 shots)

This spell is the most powerful of the *magic missile* spells. Only one blast can be thrown during a round, and it may be targeted at any individual or single group. Target restrictions apply in the same way as for normal missile fire.

Blasts have a range of 48 metres and automatically hit their target. If fired into a group, the blast will hit 1D6 creatures or characters. Each hit inflicts 1D10 Wounds at Strength 8 and 4D6 additional wounds on flammable targets.

Creatures that are *subject to fear* of fire and/or magic will have to make the appropriate psychological test. A victim of a blast may attempt to dodge its full effects making an Initiative test. A successful test results in the victim only taking half damage from the blast.

CHANGE ALLEGIANCE

Spell Level: 4
Magic Points: 8
Range: 48 yards
Duration: 1 hour
Ingredients: The heart of a Doppelganger

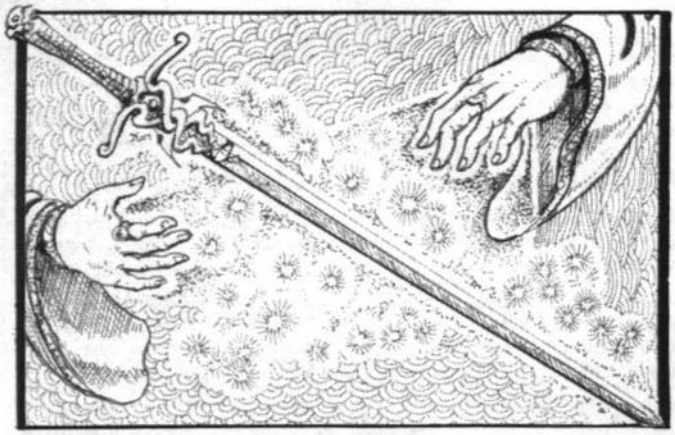
This spell can be cast at any individual or group of hostile creatures within 48 yards. The target receives a test against Will Power to avoid the spell's effects. Affected individuals become enchanted by the caster and effectively 'change sides', treating the caster like a friend or ally. The victims' Intelligence is *not* affected, and they cannot be made to do anything detrimental to their own well-being. For example, they will not commit suicide, or take on a Dragon single-handed, but could be made to attack their own comrades. However, in such cases they are allowed a test against Will Power and if successful break the influence of the spell.

CURE SEVERE WOUND

Spell Level: 4
Magic Points: 10 per D10 Wounds
Range: Touch
Duration: Permanent until further wounding occurs
Ingredients: The pituitary gland of a troll

This spell is used to heal either the caster or any other single character by touch. The spell takes effect immediately and restores D10 Wounds for every ten magic points used.

This spell will work on any single *creature*, even creatures such as Dragons or other monsters. It does not work on slain creatures and cannot restore Wounds above their maximum level. A Cure Severe Wound spell cannot heal the effects of injuries or amputation (see **Combat** - *Critical Hits*).



ENCHANT WEAPON

Spell Level: 4
Magic Points: 8
Range: Touch
Duration: Until the next sunrise
Ingredients: Any weapon

This spell allows the caster to *enchant* one ordinary weapon by touching it. An enchanted weapon has no special powers, but counts as a *magical weapon* for the purposes of hitting creatures only affected by magic weapons. The spell lasts for the rest of that day, returning to normal the following daybreak.

STAND STILL

Spell Level: 4
Magic Points: 12
Range: 48 yards
Duration: D6 turns
Ingredients: The eyes of a Basilisk

This spell can be cast at any individual or group of creatures within 48 yards. Targets may make a test against Will Power, with failure resulting in them being unable to move, fire missiles, or do anything at all for the following D6 turns.

STRENGTH OF MIND

Spell Level: 4
Magic Points: 6
Range: Personal
Duration: Until the next sunrise
Ingredients: Ld - heart of a lion; Int - brain of a giant owl; Cl - head of a wolf; WP - the eyes of a giant spider; Fel - the tongue of a giant snake

This spell allows the caster to increase a *single* personal characteristic (Ld, Int, Cl, WP or Fel - but not Dex) by +2D8. This lasts for the remainder of that day, and is dispelled at daybreak the following day. This spell can raise abilities to 100 or above. Any attempt to cast the spell more than once on the same character will simply remove the older spell.

•DEMONOLOGISTS' SPELLS•

Demonologists' spells fall into a number of categories, but the majority are concerned with the summoning, binding, and dispelling of Demons.

•SUMMONING DEMONS•

This volume is concerned only with summoning demonic aid on a short term basis (for a more extended treatment of summoning see the forthcoming **Realms of Magic** Supplement). Summoning a Demon is fraught with great difficulties, as most Demons have no wish to serve a mere mortal.

All summoning spells have to be prepared carefully or else the Demonologist runs the risk of being attacked or even killed by the creature that answers the summons.

First the Demonologist must attempt to discover the name of the demon to be summoned. This may be done by a number of means - researching into ancient stores of demonic lore, being given a name by another Demonologist, learning a name from another Demon. Failure to discover the name of a Demon does not prevent the character from attempting to summon one - it just makes it more risky.

Next, the Demonologist must prepare a pentagram, taking great care while inscribing it on the floor - any mistake could have severe repercussions. To determine whether or not the pentagram has been successfully inscribed, the gamesmaster should make a secret test against the character's Intelligence - failure means the Demonologist has a smaller chance of controlling the summoned Demon (see below). The magic point cost of prepar-

ing the penatagram is the same as that of the spell (full details are given under the individual spell descriptions).

Once the Demon appears, the caster must attempt to control it by making a test against Will Power. Success results in the Demon being willing to serve the caster for a short period (usually equal to 1 hour per level of the caster). If the test was failed by 30 or more points, the demon will either attack or enslave the summoner (in the latter case, the gamesmaster should take over control of a player character Demonologist).

Modifications to Control Test (WP)	
Incomplete Pentagram:	-50%
Demon's name is not known:	-25%
Creature summoned is a -	
Greater Demon:	-50%
Lesser Demon:	-25%
Demonic Servant:	0%

DEMONIC BARGAINS

All Demons - even those successfully controlled by the caster - will refuse to offer aid without gaining something in return. This is never wealth; Demons are more concerned with gaining souls. This usually means that characters who summon a Demon become bound to the Demon's ruling deity in some way. The bonds vary from deity to deity, but all involve a steady transmutation of characters' minds and bodies to a point where they belong body and soul to the deity (at this point Demonologist PCs are taken out of play and become NPCs under the gamesmaster's control). This degeneration is reflected in the acquisition of both Disabilities and Insanity points (see *Penalties*).

Each initial summoning of a Demon by a character causes the permanent loss of 1 point of Toughness. Demonologists can partially offset their declining Toughness by resorting to certain exotic drugs (see *Preparations*). A Demonologist whose Toughness falls to zero becomes an NPC from that point on; the character is so dependent on its demonic mentors that it is totally enslaved to their will.

•SUCCESSIVE SUMMONINGS•

Once a bargain has been struck with a Demon, it can easily be resummoned. Successive summonings do not require a pentagram or cause a loss in Toughness, but the caster must still attempt to control the Demon. Failure results in the Demon acting as it wishes - the GM may either choose or roll on the following table as desired.

Dice Roll	Demon's Actions
01-05	Does nothing
16-23	Attacks nearest enemy of the summoner
24-41	Attacks nearest character/creature
42-59	Attacks nearest friend of the summoner
60-77	Attacks summoner
78-95	Runs amok for 1-6 hours
96-100	Returns instantly to own plane

•SUMMONING POWER•

Certain demonic spells enable the caster to conjure up forces which can be used to augment the Demonologist's magic points. These forces differ from actual Demons, in that they are not intelligent entities, but their use still entails a degree of risk, as there is a high chance that the Demonologist will later be greatly weakened. Moreover, merely learning one of these spells results in the acquisition of a new Disability, and each casting gives the Demonologist 1 Insanity point.

Whenever one of these spells is cast, the Demonologist must make a Will Power test or be unable to absorb the magical energies.

•BINDING AND DISPELLING DEMONS•

These spells have similar effects: a Binding spell prevents a Demon from moving or using any of its abilities, and Dispelling magic sends a Demon back to its home plane. Both spells allow the Demonologist a measure of defence against uncontrolled and/or antagonistic demons.

LEVEL ONE•

BIND DEMON

Spell Level: 1
Magic Points: 3
Range: 48 yards
Duration: 6 rounds
Ingredients: The skull of a Chaos Warrior, bound with an iron circlet.

This spell can be used against a group of up to D6 Lesser Demons or Demonic Servants, or against a single Greater Demon, within 48 yards. The Demons may make a test against Will Power, and if unsuccessful they are unable to do anything at all during the next game turn (six rounds). The Demons are powerless, being held in complete stasis, and count as prone targets if attacked.

DISPEL LESSER DEMON

Spell Level: 1
Magic Points: 1
Range: 24 yards
Duration: Instantaneous
Ingredients: A religious symbol of good or law, blessed by a cleric of the same religion.

This spell allows the caster to dispel a single Lesser Demon within 24 yards. The Demon receives a test against Will Power to avoid being dispelled, if this is failed the Demon vanishes back to its own plane.

SUMMON GUARDIAN

Spell Level: 1
Magic Points: 3
Range: Not applicable
Duration: 1 hour per level
Ingredients: The heart of a Human or Demi-Human, ritually sacrificed.

This spell allows the caster to summon a single Lesser Demon. A Lesser Demon will take the form described in the **Bestiary**.

Once summoned, a Demonic Guardian will appear within 6 yards of the caster. If the caster successfully controls the Demon (see above), it will serve for 1 hour per level of the caster and then disappear. If the caster is slain, the Demon disappears immediately.

Only one Guardian may be summoned at any one time, and the character must have summoned it previously and struck a bargain (see *Summoning Demons* - above).

SUMMON STEED

Spell Level: 1
Magic Points: 1
Range: Not applicable
Duration: 2 hours per level
Ingredients: A piece from the thigh bone of a Chaos Beastman

This spell allows the caster to summon a Demonic Steed. The Steed can take many forms, but usually appears in the form of a Warhorse, with flaming eyes and mouth. The Steed has the profile and abilities given under *Demonic Servant* in the **Bestiary**.

Once summoned, a Demonic Steed will appear within 6 yards of the caster. If the caster successfully controls the Steed, it will serve for 2 hours per level of the Demonologist. If the caster is slain, the Steed immediately disappears.

This spell can only be cast as the result of a bargain struck with a Lesser or Greater Demon, which must have been summoned with all the rituals described in *Summoning Demons* - above.

ZONE OF DEMONIC PROTECTION

Spell Level: 1
Magic Points: 2
Range: Personal
Duration: 1 hour per level
Ingredients: A miniature pentagram made from solid gold (value - 500 GC).

A Zone of Demonic Protection is a 6-yard diameter area centred around the caster. The Zone lasts for 1 hour per level of the caster or until the caster moves. The caster may forbid any Demons from entering the Zone, from firing missiles and casting or employing magic in the Zone.

While maintaining the Zone, the caster may not cast any other spells or use Meditation skill to recover magic points. The area of the Zone may not touch or overlap any other Zone; if this occurs, *both* Zones are instantly destroyed.

•LEVEL TWO•

STOP DEMONIC INSTABILITY

Spell Level: 2
Magic Points: 3
Range: 48 yards
Duration: Until next period of instability occurs
Ingredients: The blood of a new-born child

This spell can be cast onto any group of Lesser Demons or Demonic Servants, or on a single Greater Demon within 48 yards. The target will be unaffected by its next period of Instability (see the **Bestiary** - *Instability*), even if magically induced. A group of Demons may only be protected by one of these spells at a time.

SUMMON ENERGY

Spell Level: 2
Magic Points: 3
Range: Not applicable
Duration: Variable
Ingredients: Any magical potion, or the heart of a Demonologist

The Demonologist may use this spell to summon magical power of Demonic origin. The energy appears as a writhing mist, and the caster must make a successful Will Power test to absorb the magical energy. If the test is successful, the energy increases the caster's magic points by 4D6, but will not take the total beyond the caster's Power Level. While under the influence of this spell, the caster may only regain magic points at the rate of 1 per day, regardless of skills or rest. If the Demonologist dispells this spell, normal recovery rules apply for the caster's own magic points.

When this spell is first learned, the Demonologist gains a new Disability immediately (see *Penalties*). Each time the spell is cast, the caster gets 1 Insanity point.

SUMMON LESSER DEMONS

Spell Level: 2
Magic Points: 5
Range: Not applicable
Duration: 1 hour per level
Ingredients: Six Human or Demi-Human hearts, from ritually sacrificed victims.

The caster can use this spell to summon a group of 3D6 Lesser Demons, which will appear within 6 yards. However, this spell may only be cast if one of the Demons has previously been summoned, controlled, and a bargain struck with it - following the rules given under *Summoning Demons* (see above).

If the caster successfully controls the Demons (making one Will Power check for each Demon), they will serve for 1 hour per level of the caster, at which time they return to their own plane. If the caster is slain, the Demons disappear immediately.

SUMMON MAGICAL AID

Spell Level: 2
Magic Points: 4
Range: Varies
Duration: Until the next sunrise
Ingredients: Any magical scroll, or the heart of a Demonic Servant

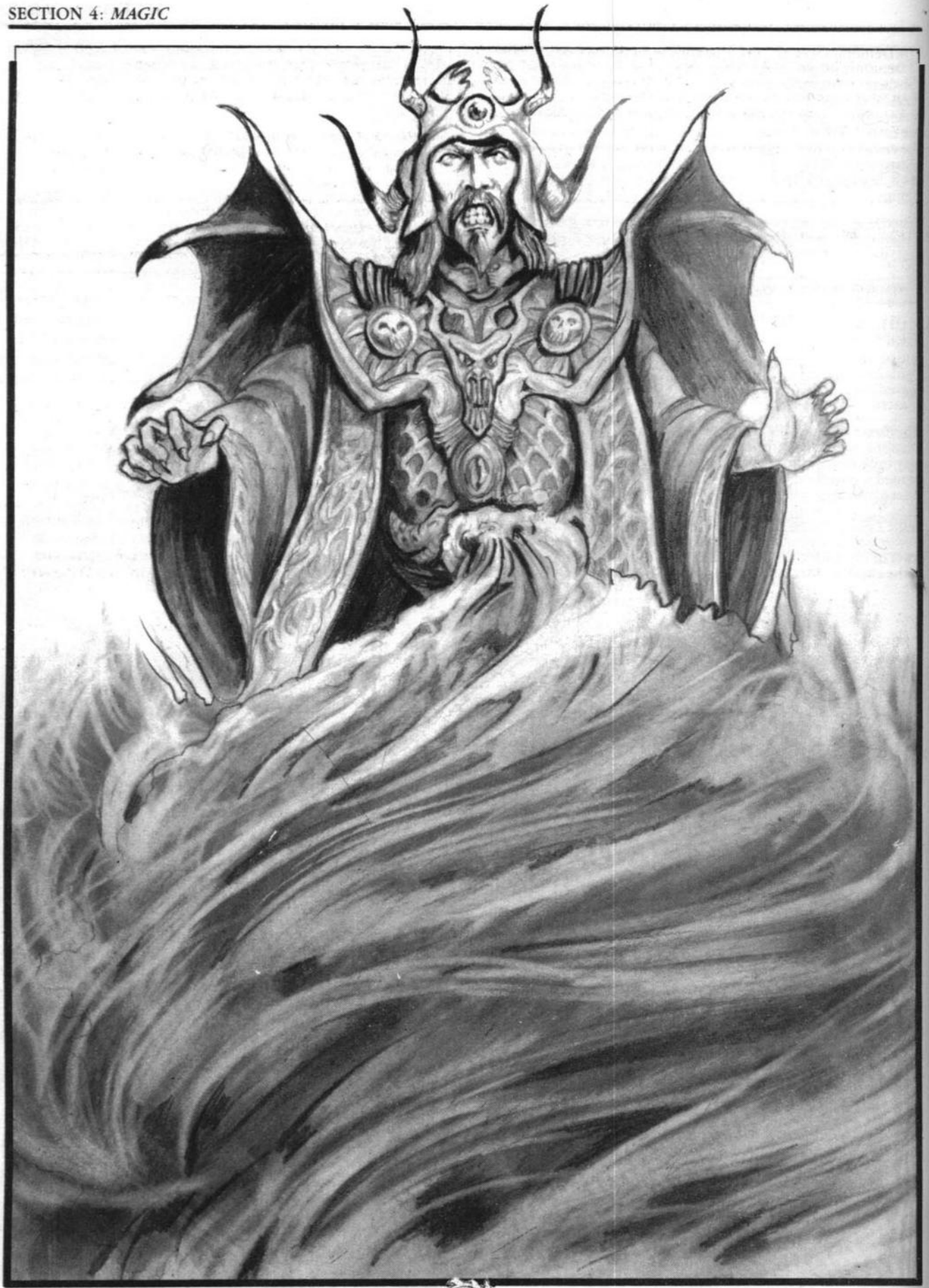
The caster can use this spell to summon demonic aid in the form of a spell. The aid appears as a writhing mist, and the Demonologist must make a successful Will Power test to absorb the spell. If the test is successful, one Battle Magic or Demonic spell of the caster's own level or lower may be learned temporarily. This spell may now be cast *once* in the normal way.

Like other power-summoning spells, the first time this spell is learned, the caster gains one Disability (see *Penalties*), and each casting of the spell causes the caster to receive 1 Insanity point.

ZONE OF DEMONIC NULLIFICATION

Spell Level: 2
Magic Points: 5
Range: Not applicable
Duration: 1 hour per level
Ingredients: The blood of any Demon

The spell creates a 6 yard diameter Zone centred around the caster. The Zone lasts for an hour per level of the caster or until the caster moves. Any Demon within the Zone, or who attempts to enter the Zone, instantly becomes unstable and disappears. The caster may also prevent any Demons from firing missiles or magic into the Zone.



While maintaining a Zone the spellcaster may not cast any new magic, nor may Meditation skill be used to recover magic points. The area of the Zone may not touch or overlap any other Zone. If another Zone (cast by another spellcaster) touches or overlaps with the Zone of Demonic Nullification, then *both* zones are instantly destroyed.

•LEVEL THREE•

DISPEL DEMON HORDE

Spell Level: 3
Magic Points: 10
Range: 48 yards
Duration: Instantaneous
Ingredients: 1 pint of ichor from any Greater Demon

This spell allows the caster to dispel any single group of Lesser Demons within 48 yards. Each Demon receives a test against Will Power and instantly returns to its own plane if this is failed.

SPREAD INSANITY

Spell Level: 3
Magic Points: 8
Range: 24 yards
Duration: 10D6 rounds
Ingredients: The brain of a lunatic

This spell produces an awesome awareness of diabolic power in all living creatures within 24 yards of the caster. Every creature within this area which fails a test against Will Power must make an immediate test on its Leadership. Any creatures failing the test will instantly flee away from the caster and will not return for at least 10D6 game turns.

Any character who learns this spell immediately acquires 1 Disability (see *Penalties*). Each casting of the spell gives the caster 1 Insanity point.

SUMMON DEMON HORDE

Spell Level: 3
Magic Points: 8
Range: Not applicable
Duration: 1 hour per level
Ingredients: 36 Human or Demi-Human hearts, ritually sacrficed.

The caster can use this spell to summon a group of 6D6 Lesser Demons. The group appears within 6 yards of the caster. This spell may only be cast, however, if one of the Demons has previously been summoned, controlled, and a bargain struck with it, according to the rules given under *Summoning Demons.*

If the caster successfully controls the Demons (making one Will Power check for each Demon), they serve for 1 hour per level of the caster and then return to their own plane(s). If the caster is slain, the Demons disappear immediately.

SUMMON GREAT POWER

Spell Level: 3
Magic Points: 6
Range: Not applicable
Duration: 6D6 rounds
Ingredients: The heart of a Lesser Demon

The caster may use this spell to summon pure power of demonic origin. The energy appears as a writhing mist, and the Demonologist must make a successful Will Power test to absorb it successfully. If the test is successful, the energy increases all the caster's characteristics by +1 or +10 as appropriate. This may take characteristics above normal maximum levels. The effect lasts for 6D6 combat rounds.

If the Will Power test is failed, the character not only fails to absorb the magical energy, but suffers the *reduction* of all characteristics by -1 or -10, as appropriate, for D6 rounds. Moreover, the character will be *subject to stupidity* for the next D6 rounds.

As with other energy-summoning spells, the first time this spell is learned the character immediately gains a Disability (see *Penalties*), and each time the spell is cast, the Demonologist gains 1 Insanity point.

•LEVEL FOUR•

DEMONIC PORTAL

Spell Level: 4
Magic Points: 20
Range: 48 yards
Duration: 10D6 turns
Ingredients: Any magical ring

This spell opens up a portal between the natural world and a demonic world, allowing *uncontrolled* Demon hordes to pass unhindered. The portal appears anywhere within 48 yards of the caster. The caster *cannot* control the Demons that appear. They behave either in a random manner (consult the *Successive Summonings Table*), or according to the gamesmaster's desire. Demons summoned in this way often charge and attack the nearest non-demonic creatures as soon as they get the opportunity.

6D6 Lesser Demons and one Greater Demon are unleashed upon the world at the start of every game turn. The Demons are not allied to the caster, and will not spare the caster from the slaughter.

The Demonic Portal remains open for 10D6 game turns. As the portal closes, any remaining Demons become unstable and disappear.

DISPEL GREATER DEMON

Spell Level: 4
Magic Points: 25
Range: 24 yards
Duration: Instantaneous
Ingredients: Part of the body of a cleric of Good alignment.

This spell allows the caster to dispel a single Greater Demon within 24 yards. The Demon may make a test against Will Power and if failed the Demon is instantly dispelled to its own plane.

SUMMON GREATER DEMON

Spell Level: 4
Magic Points: 25
Range: Not applicable
Duration: Until task completed
Ingredients: The pure heart of a Good cleric, slain in ritual sacrifice.

The caster can use this spell to summon a single Greater Demon. The creature appears within 6 yards of the caster. However, this spell may only be cast if the Demon has already been summoned, controlled, and bargained with - according to the rules given under *Summoning Demons*.

Once the Demon has been summoned and successfully controlled, the Demonologist may set it *one* task. The Demon will remain until the task is completed, it is dispelled, or until it or the summoner is slain.

Note that "Go away and never bother me again", is *one* task.

SUMMON TOTAL POWER

Spell Level: 4
Magic Points: 40
Range: Not applicable
Duration: Until the next sunrise
Ingredients: The heart of a Greater Demon

The caster may use this spell to summon pure, unadulterated power of demonic origin. The energy appears as a writhing mist, and the caster must make a Will Power test in order to absorb it. If the test is successful, the energy increases all the caster's characteristics by +2 or +20 as applicable. This may take characteristics above normal maxima. The effect lasts until daybreak of the following day.

In addition, the caster's magic points are increased by 10D6. This *can* (and usually does) take the number of magic points held to above the Power Level. However, this spell cannot be cast if the caster's magic points are already above the character's Power Level; power of such magnitude would destroy its bearer.

If the test is failed, the Demonologist's characteristics are temporarily reduced by -2 or -20%, as appropriate. This effect lasts for D6 x 10 game turns.

The Demonologist may not cast this spell again until as many days have elapsed as the number of magic points gained.

As with all other energy-summoning spells, characters gain a Disability immediately after learning this spell, and acquire 1 Insanity point each time it is cast.

•ELEMENTAL SPELLS•

Elementalists are able to manipulate the four elements, or life forces, of air, earth, fire and water. Elemental magic allows them to summon short-lived personifications of these forces - creatures known as Elementals (see the **Bestiary**).

•SUMMONING ELEMENTALS•

All summoning spells are performed in a similar manner. The Elementalist first casts the spell to summon the Elemental. When the creature appears, the caster must attempt to control it by making a successful test against Will Power, augmented by using magic points if desired. If the test is failed, the Elemental will act in any way the gamesmaster wishes, or randomly, as indicated below:

Die Roll	Action
1	Do nothing
2	Attack the nearest hostile (to the summoner) group
3	Attack the nearest hostile (to the summoner) character
4	Attack the nearest group/character
5	Attack the nearest group/character friendly to the summoner
6	Attack the summoner

•DEMATERIALISATION•

Like Demons and Undead, Elementals are *subject to instability* (see the **Bestiary**). This is tested for at the beginning of each round; a roll of 6 on a D6 indicates that the Elemental is affectd by *instability*.

The first time an Elemental becomes unstable, it may do nothing at all for one round. Should an Elemental become unstable a second time, it is instantly destroyed.

•LEVEL ONE•

ASSAULT OF STONES

Spell Level: 1
Magic Points: 3
Range: 48 yards
Duration: Instantaneous
Ingredients: A handful of pebbles

A character using this spell causes an assault of stones to burst upon any individual or group of enemies within 48 yards. This is a *magic missile* attack, causing damage like missile weapons. Target restrictions apply in the same way as for normal missile fire.

An Assault of Stones *automatically hits* its target causing D6 Wounds at Strength 4. If cast at a group, it will hit 2D6 individuals. Victims may not make a Magic test, but armour protects as normal. The stones have a 50% chance of hitting either the head or chest.

BLINDING FLASH

Spell Level: 1
Magic Points: 2
Range: 12 yards
Duration: 1 round
Ingredients: A magnesium strip

This spell causes temporary blindness in all creatures within 12 yards of the caster. The spell takes effect immediately and lasts for 1 combat round. Blinded characters may still move, but in a

randomly-chosen direction at quarter pace. They may *not* shoot, fight or use magic. Recovery is automatic at the beginning of the following round. Victims may not make a Magic test to avoid the effects.

BREATHE UNDERWATER

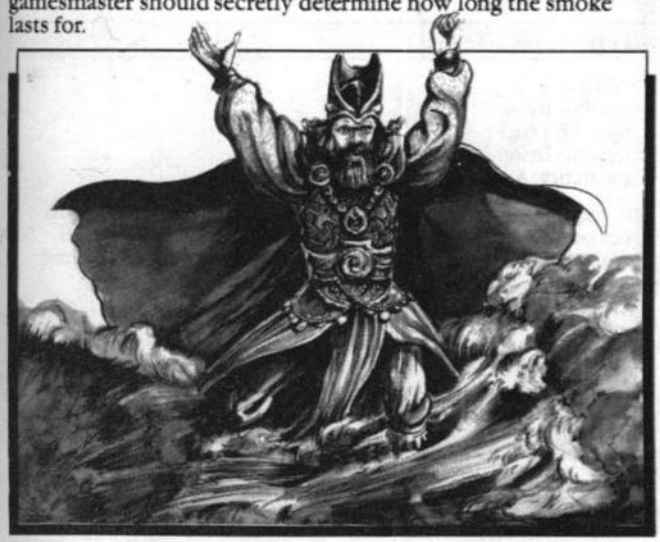
Spell Level: 1
Magic Points: 1
Range: Touch
Duration: Until dawn the following day
Ingredients: Fish eggs

This spell may be used on the caster or another character by touch. It allows the individual to breath in any atmosphere, under water or even in a complete vacuum. Airborne poisons have no affect on the character. The spell lasts until daybreak the following day.

CLOUD OF SMOKE

Spell Level: 1
Magic Points: 2
Range: 0
Duration: D6 rounds
Ingredients: An oil-soaked rag

This spell creates a cloud of smoke with a radius of 6 yards, centred on the Elementalist. The cloud does not move with the caster, but remains stationary. The cloud will last for D6 rounds, and disperses at the end of the last round. Creatures in the cloud cannot see out of it or through it, characters or creatures outside cannot see into it or past it. Creatures inside must move at half pace, or else wander around randomly within the cloud. The gamesmaster should secretly determine how long the smoke lasts for.



HAND OF FIRE

Spell Level: 1
Magic Points: 1
Range: Personal
Duration: 1 hour per level
Ingredients: Piece of phosphorus

This spell causes the caster's weapons to burn with a flickering flame. In combat, all hits count as magical (ie, they *will* inflict damage on creatures immune to non-magical weapons), at +1 Strength, whilst any hit on a flammable target inflicts an additional 1D4 Wounds. The spell takes effect immediately and lasts for 1 hour per level of the caster or until the user dispels it.

MAGIC LIGHT

Spell Level: 1
Magic Points: 1
Range: Personal
Duration: Until dispelled by the caster
Ingredients: A firefly

This spell produces a magic light from the caster's hand, which will illuminate an area with a radius of 15 yards. The light lasts until dispelled, or until the caster grasps an object. A magic light can also be thrown a distance of up to 12 yards. Once thrown, the light lasts until the end of the turn and then dies. The light can be thrown at a single individual target within 12 yards, hits automatically and blinds the victim for the following combat round (see *Blinding Flash* - above).

WALK ON WATER

Spell Level: 1
Magic Points: 2
Range: Personal
Duration: Until the caster is no longer standing on water
Ingredients: A water beetle

This spell allows the caster to walk on water. It takes effect as soon as the character steps onto the water and is dispelled as soon as the character steps onto dry land. The spell also allows the character to traverse marshes, pools, and so on, with no movement penalty for crossing difficult ground.

ZONE OF HIDING

Spell Level: 1
Magic Points: 3
Range: 0
Duration: 1 hour per level
Ingredients: A sheet of cloth

This spell creates a magical Zone with a diameter of 6 yards, centred on the caster, which lasts for 1 hour per level of the caster, until it is destroyed, or until the caster moves. All creatures inside the Zone assume a chameleon-like appearance, merging with the surrounding terrain. So long as they remain stationary, they are impossible to see at distances of above 12 yards, and below this range any missile shots are fired with a -20 BS penalty. If creatures within the Zone enter hand-to-hand combat *both* sides suffer a -10 penalty to WS.

Whilst maintaining a Zone, an Elementalist may not cast any other spells, nor use Meditation skill to recover magic points. Two or more Zones may *not* overlap. If another Zone (cast by another spellcaster) touches or overlaps with the Zone of Hiding, then *both* Zones are instantly dispelled.

•LEVEL TWO•

CAUSE FIRE

Spell Level: 2
Magic Points: 4
Range: 48 yards
Duration: Instantaneous
Ingredients: A Dragon scale

The caster can cause any one source of flammable material within 48 yards to burst into flames, suffering 10+D6 Wounds instantly. This spell may be directed against any one flammable creature, such as a Mummy, in which case it may make a Magic test to negate the spell's effects

CAUSE RAIN

Spell Level: 2
Magic Points: 4
Range: 100 yards
Duration: 1 round
Ingredients: A drop of water

This spell allows the caster to create a sudden torrential burst of rain, even in underground settings or inside buildings. This takes effect immediately and lasts for 1 round. The spell will reduce fire damage by 2D4 points (see *Fire*). Long range missile fire becomes impossible, and short range missile fire is made with a -10 penalty to BS. Fire-based magic is instantly dispelled, whilst any flaming magical weapons are nullified for the spell's duration. Gunpowder weapons cannot fire during the rain, and have a 10% chance of becoming waterlogged and unable to fire until dried out.

CLAP OF THUNDER

Spell Level: 2
Magic Points: 5
Range: Not Applicable
Duration: Instantaneous
Ingredients: Two blocks of wood

The caster causes a loud clap of thunder, audible over a great distance - at least 2,000 yards above ground, somewhat less if underground or in an urban environment. All creatures *subject to stupidity* and all creatures with an Intelligence of 3 or less must make a *fear* test - as if being charged by something they fear. Mounted animals, or those with handlers do *not* need to test.

EXTINGUISH FIRE

Spell Level: 2
Magic Points: 3
Range: 200 yards
Duration: Instantaneous
Ingredients: A drop of water

This spell can be used to try to put out fires, such as burning buildings. The spell can be directed against any one section of a burning building, or at a burning character within 200 yards. The fire is immediately extinguished. A burning character does *not* have to make a Magic test for this spell to work.

MOVE OBJECT

Spell Level: 2
Magic Points: 3
Range: 24 yards or 12 yards (see below)
Duration: Instantaneous
Ingredients: A feather

This spell can produce aerial drafts, enabling the caster to slam shut doors or move light objects such as parchments, curtains, and so on. The Elementalist can open or close any unlocked or unbolted door within 24 yards, or move any unsecured lightweight item (with 10 encumbrance points or less) a distance of up to 12 yards.

PART WATER

Spell Level: 2
Magic Points: 4
Range: 48 yards
Duration: Until dispelled or until the caster moves away
Ingredients: A small wooden paddle

The caster may employ this spell against any river or body of water up to 8 yards wide within 48 yards. The river will instantly part, producing a gap of 8 yards width which can be crossed on foot. The water will remain parted until the caster dispels it (which can be done at any time) or until the caster moves more than 48 yards away.

Creatures caught by water returning to fill a gap created by the spell must make a test against Initiative or be swept D6x10 yards downstream, suffering D4 wounds from buffeting (modified by Toughness but *irrespective* of any armour). Characters wearing metal armour, or unable to Swim, will then start to drown (see *Movement - Swimming*).

RESIST FIRE

Spell Level: 2
Magic Points: 3
Range: Personal
Duration: 1 hour per level
Ingredients: A fire opal gem (value - 50GC)

Elementalists may only cast this spell on themselves. It protects them against damage from fire or flaming weapons. Any fire-based attack, including Fire Balls and magical weapons with a flame attack, have no effect at all. The spell lasts for 1 hour per level of the caster.

WITHER VEGETATION

Spell Level: 2
Magic Points: 4
Range: 48 yards
Duration: Instantaneous
Ingredients: A piece of ogre dung

The caster can use this spell against any section of vegetation (trees or bushes) within 48 yards. The spell affects an area 8 yards by 8 yards (larger areas require two spells). The affected section instantly withers away to nothing.

•LEVEL THREE•

BANISH ELEMENTAL

Spell Level: 3
Magic Points: 10
Range: 24 yards
Duration: Instant
Ingredients: Water for a Fire Elemental, sulphur for a Water Elemental, a small rock for an Air Elemental, or a kite for an earth elemental

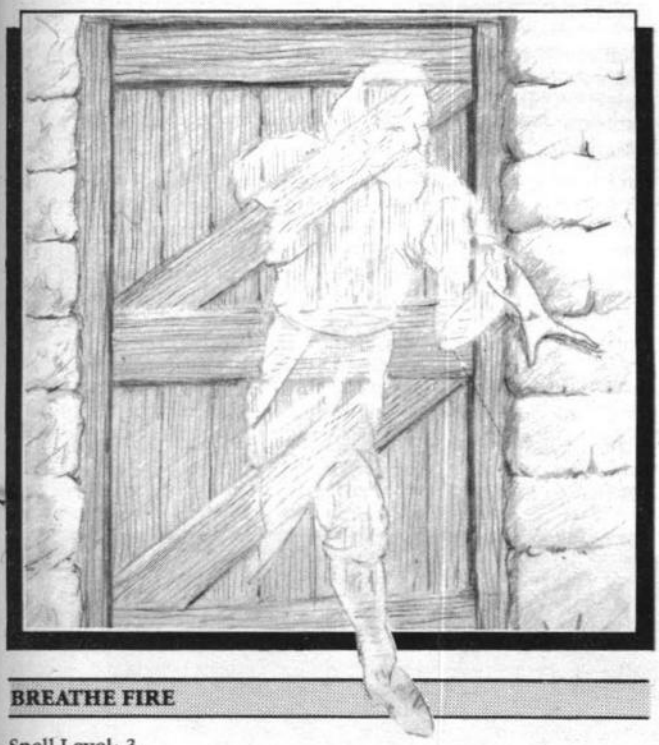
This spell allows the caster to dispel a single Elemental within 24 yards. The Elemental may make a test against Will Power, to avoid the effects of the spell. If the test is failed, the Elemental is instantly dispelled.

BECOME ETHEREAL

Spell Level: 3
Magic Points: 7
Range: Personal
Duration: Until dispelled
Ingredients: A piece of gossamer

The caster can use this spell to enter an ethereal state. Once ethereal, the caster cannot use magic, Meditation skill, attack in combat or use missile weapons, but may, however, move through solid objects (such as walls), and cross obstacles or difficult ground, including water, without penalty. An ethereal character can also become visible or invisible at will.

Characters may remain ethereal for as long as they like. Clothing and immediate possessions also become ethereal, but not other creatures - including those touched, or mice secreted in pockets!



BREATHE FIRE

Spell Level: 3
Magic Points: 10
Range: 24 yards
Duration: 3 breaths or one day
Ingredients: A Dragon tongue

The caster gains the ability to breathe fire *three times* during the rest of the day. Fire breath can be aimed at a group or character within 24 yards - subject to the normal rules for targeting spells. The breath is cone-shaped (see the **Bestiary** - *Dragon*), 24 yards long and 4 yards wide at its widest point. All targets within this area are automatically hit and suffer 2D4 Wounds with a Strength of 4. Flammable targets take additional damage (see *Fire*).

CREATE QUICKSAND

Spell Level: 3
Magic Points: 9
Range: 48 yards
Duration: 1 hour per level
Ingredients: An eye from a Bog Octopus

The caster can create an area of quicksand with a radius of 6 yards, anywhere within 48 yards. The quicksand may be created underneath groups of characters if desired. An area of quicksand counts as double difficult ground (see *Movement*), reducing movement by 75%. In addition, every character within the area has a chance of being sucked down and killed. Creatures are allowed a test against Initiative to avoid the effects. Creatures which fail the test are sucked beneath the surface and will suffocate in a number of rounds equal to their Toughness. Creatures who do not need air, such as Undead, are trapped below the ground, unable to move at all. The quicksand lasts for 1 hour per level of the caster or until dispelled.

CRUMBLE STONE

Spell Level: 3
Magic Points: 9
Range: Personal
Duration: 1 hour per level
Ingredients: The jawbone of a Troll

After casting this spell, the caster can crush stone bare-handed, or affect any stone or brick building, statue, and so on, as follows. A statue may be destroyed with just a single touch, while each touch on an 8 yard long section of wall inflicts D6 damage points regardless of the wall's Toughness (see *Destroying Buildings*).

The ability remains for 1 hour per level of the caster, or until the character casts another spell.

DUST STORM

Spell Level: 3
Magic Points: 5
Range: 48 yards
Duration: 1 hour
Ingredients: The rattle from a Giant Rattler

This spell allows the caster to create a Dust Storm with a radius of 6 yards, centred anywhere within 24 yards of the character. The Dust Storm may be moved by the caster. The Storm may move over creatures, and is not be slowed by difficult terrain.

The Dust Storm causes no damage during the round it is created. During following rounds it can be moved 12 yards in any direction the caster desires and any creature caught within its area will be attacked. A Dust Storm causes D6 wounds with a Strength of 2 on every creature within it, with the usual modifiers for Toughness and armour (count only body armour). Victims may not make a Magic test to avoid the effects.

The Dust Storm lasts for 1 hour, but may be dispelled before then if desired.

FLAME SHEET

Spell Level: 3
Magic Points: 8 per round
Range: Personal
Duration: 1+ rounds
Ingredients: A burning ribbon

Elementalists travelling on foot can use this spell to lay a wall of flame behind them as they walk along. The flame sheet is 2 yards wide and follows the course of the caster during the next combat round. At the begining of the next round, it will go out unless the caster expends further magic points.

Any creature within the fire path, or attempting to cross it, suffers fire damage as normal (D4 Wounds, 2D4 Wounds on flammable targets). The flames are high enough to affect any creatures flying 10 yards or less above the ground.

FOUL AIR

Spell Level: 3
Magic Points: 8
Range: 48 yards
Duration: 2D6 rounds
Ingredients: A rotten egg

The caster can create a pocket of foul air with a radius of up to 12 yards, centred anywhere within 48 yards. All creatures in this area must make a successful Poison test each round or suffer the effects of 1 dose of the toxin *which is most effective against that type of creature* (see *Poison*). In other words, the foul air has the effects of all known toxins, and works on all non-magical animals with the same potency as spider venom. Spells such as Dust Storm and Wind Blast will dispel a pocket of Foul Air; otherwise it lasts for 2D6 rounds, or until dispelled by the caster.

•LEVEL FOUR•

ANIMATE WATER

Spell Level: 4
Magic Points: 16
Range: 48 yards
Duration: 1 hour
Ingredients: A body of water of at least 12 yards diameter

Using this spell, the caster can animate any single body of water within 48 yards. The maximum area of water which may be affected is a 6-yard radius circle, but this may be part of a much larger body of water such as a river or lake, the bulk of which will not be affected.

The animated water will manifest up to 12 pseudopods, each up to 24 yards long, with which it may make up to 12 attacks. Attacks are at Strength 6 with WS 73%, and armour has no effect on the damage caused, although creatures with the ability to breathe underwater reduce all damage by 3 points. Victims cannot damage the pseudopods unless wielding magical weapons. Any single hit on a pseudopod which inflicts 4 or more Wounds will destroy it. The complete profile of the animated water is as follows:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	73	0	6	6	12x4	60	12	0	0	0	0	0	0

The Elementalist must stay within 48 yards of the water and cannot perform any activity other than walking at half pace. Should the caster move out of range or be interrupted the spell immediately ends. Otherwise, the spell lasts for an hour or until the caster dispels it.

DISPEL ELEMENTALS

Spell Level: 4
Magic Points: 24
Range: 48 yards
Duration: Instantaneous
Ingredients: Water for a Fire Elemental, sulphur for a Water Elemental, a small rock for an Air Elemental, or a kite for an Earth Elemental

The caster can use this spell to dispel all Elementals within 48 yards. Affected creatures may make a test against Will Power to avoid being dispelled.

HEDGE OF THORNS

Spell Level: 4
Magic Points: 14
Range: 48 yards
Duration: 6 hours
Ingredients: The tail of a Manticore

This spell enables the caster to create a hedge of thorns anywhere within 48 yards. The hedge will instantly spring up from the ground, filling an area in a 2 x 24 yard strip or a circle with a radius of 6 yards. The hedge can be made to grow up in front of, around or even on top of groups of creatures if the caster wishes. The hedge is made of magic thorns which grow so quickly, they can easily trap and kill anyone whom they touch. Each creature within the area of thorns receives 3D6 wounds at Strength 5 , modified by Toughness and leg armour only. In addition, movement is reduced to a maximum of 2 yards per round.

Once created, a hedge of thorns cannot be dispelled. It is flammable and counts as a single section with 15 damage points (see *Destroying Buildings*).

SUMMON ELEMENTAL

Spell Level: 4
Magic Points: 18 per hour
Range: Personal
Duration: 1+ hours
Ingredients: see below

This spell will summon a single Elemental of Earth, Air, Fire or Water to appear within 6 yards of the caster. The caster must attempt to control the Elemental by making a test against Will Power. If successful, the Elemental will obey any simple commands given by the Elementalist. Otherwise it will behave completely randomly (see *Summoning Elementals* - above).

If the caster is slain, the Elemental is instantly destroyed. Other-

wise, it will remain for 1 hour, at a cost of 18 Magic Points. The summoner can prevent the Elemental from dissipating at the end of this period by spending a further 18 Magic Points per hour.

The required ingredients depend upon the type of Elemental to be summoned:

Air - The wing of a Griffon
Earth - The claws of a Basilisk
Fire - The heart of a Dragon
Water - Any Amoeba

SUMMON ELEMENTAL HORDE

Spell Level: 4
Magic Points: 30 per hour
Range: Personal
Duration: 1+ hours
Ingredients: See Summon Elemental above.

The character can use this spell to summon a group of Elementals of Earth, Air, Fire or Water. The Elementalist may only summon Elementals of one type at a time. D3+1 Elementals of the desired type will appear as a group within 6 yards of the summoner. The Elementalist must attempt to control each one in turn by making a test against Will Power. If successful, the Elemental will obey any simple commands given by the Elementalist; otherwise, it will behave in a totally random manner (see *Summoning Elementals* - above). The Elementalist may well end up in a situation where some of the Elementals are controlled while some are not.

SUMMON SWARM

Spell Level: 4
Magic Points: 12 points per hour
Range: Nearby
Duration: 1+ hours
Ingredients: Two of the creatures to be summoned

This spell allows the Elementalist to command natural creatures. The Elementalist can summon a Swarm of either beetles, snakes and lizards, spiders, rats, frogs and toads, ants, ticks, scorpions or bats (see the **Bestiary** - *Swarm*). The Swarm appears within 6 yards of the summoner and will follow simple instructions.

The Swarm remains for 1 hour but may be kept beyond that time by the expenditure of 12 magic points per hour.

TUNNEL THROUGH STONE

Spell Level: 4
Magic Points: 18 per turn
Range: Not Applicable
Duration: 1+ turns
Ingredients: A Troll's stomach

This spell allows the caster to tunnel through the ground or walls, without needing to use tools. The tunnel thus created is magically stabilised, will not collapse and causes no damage to buildings. The caster may even tunnel through soft sand or mud using this spell, or may move through solid rock at normal pace, creating a tunnel wide enough for a single person. Other characters may follow the path, but have to form a line behind the Elementalist. Once the tunnel is completed the caster may dispel it at any time - instantly killing anyone inside.

WALL SHAKER

Spell Level: 4
Magic Points: 16
Range: 24 yards
Duration: Instantaneous
Ingredients: The thyroid gland of a giant

The caster can use this spell to cause all building sections within 24 yards to collapse. Creatures inside or on top of a collapsing building receive D6+3 wounds with normal modifiers for Toughness and armour (head or body only).

•ILLUSIONIST SPELLS•

Illusionists create and control illusions. Only one illusion may be maintained at any one time, but this can be of multiple form, such as a group of characters or monsters, a series of clone images, or even a village.

An illusion can act in any way its creator chooses, and can feign any psychological effect. Thus, an illusion of a Spectre (see the **Bestiary** - *Ethereal Undead*) may cause *terror* as if it were real. Illusions can also be made to react to hits from missile weapons - looking as though really wounded - but in fact they cannot be harmed in any way. Illusions disperse if they are attacked in hand-to-hand combat, if the Ilusionist casts another illusion (Petty Magic does *not* count for this purpose), and they may be dispelled by a Banish Illusion spell.

An illusion cannot speak real words, but can be made to mumble, groan, bellow or roar as appropriate.

•DISPELLING ILLUSIONS•

In some cases, the victims of an illusion may be allowed to make an Intelligence test to see if they notice anything strange. The victim's Intelligence is modified according to the Illusionist's level as follows:

Illusionist Level	Modifier to Int
1st	+10
2nd	0
3rd	-10
4th	-20

Characters who make a successful Intelligence test will see through the illusion and be immune to its effects. Other characters in the same party who fail their tests may then make another test next round with a bonus of +10 to Int - assuming that their companion alerts them to the fact that they are confronted with an illusion. Characters who fail the test by 5 or less will notice something slightly odd about the image - perhaps it has a hazy halo around it, or perhaps it shimmers slightly. The character is still affected by the illusion, but may make another test next round. However, any character who fails the test by 30% or more will remain affected by the illusion until it is dispelled, completely taken in by the spell, and unable to believe that it isn't real.

•LIST OF ILLUSIONIST SPELLS •

ASSUME ILLUSIONARY APPEARANCE

Spell Level: 1
Magic Points: 1 per 5D6 minutes
Range: Personal
Duration: 5 to 30 minutes
Ingredients: A mask of the creature or person to be impersonated

The caster may assume the appearance of any other, living, bipedal creature under 10 feet in height. The caster can appear in the guise of a specific individual if desired. Anyone viewing the illusion may make an Intelligence test to attempt to see through it.

The spell lasts for 5D6 minutes but may be renewed at any time by the spending of further magic points.

BEWILDER FOE

Spell Level: 1
Magic Points: 4
Range: 24 yards
Duration: 1 round
Ingredients: A small firework

This spell can be cast on any single individual within 24 yards. It is not an illusion as such and does not interfere with the maintenance of other illusions. The target may make a normal Magic test to negate the spell's effects. If this is failed, the target becomes *bewildered* for the next round. Bewildered individuals move at half speed in a random direction, can neither attack nor parry, and count as prone targets. Spellcasting characters may not employ magic whilst bewildered, and any magic requiring their concentration or a constant expenditure of magic points is dispelled instantly.

CAMOUFLAGE ILLUSION

Spell Level: 1
Magic Points: 2
Range: Personal
Duration: 1 hour per level
Ingredients: Silvered mirror

This illusion creates the impression that the caster is 2 yards away from his or her actual position. This makes the caster a very difficult target to hit in hand-to-hand combat or by missile fire; attackers suffer a penalty of -10 to both WS and BS.

The spell moves with the caster, but any character viewing the illusion when the caster moves is allowed a test against Intelligence to see through the illusion. If this occurs, the viewing character is no longer affected by this spell.

CLOAK ACTIVITY

Spell Level: 1
Magic Points: 1 per 2D6 rounds
Range: Personal
Duration: 2 to 12 rounds
Ingredients: A piece of woollen fleece

This illusion allows the caster to perform any act whilst appearing to do something completely different. The Illusionist appears to be occupying the same space, engaged in seemingly innocent activities. For example, while the caster was actually striking another character, all other characters would see the caster apparently quietly whistling or talking. The victim of the caster's actions will be aware of being struck, but will not see the Illusionist make the attack. However, a successful Intelligence test will reveal the actions of the Illusionist to the victim.

This spell also allows an Illusionist to filch items from a table or similar location without being seen. This activity does not normally give anyone a chance to see through the illusion, but if the Illusionist is being watched carefully, the observer may make an Intelligence test at half normal chance. If the Illusionist attempts to steal an item from a character's person, the victim may make a normal Intelligence test and, if successful, is fully aware of the Illusionist's actions.

The spell lasts for 2D6 rounds, but may be renewed at any time by the expenditure of further magic points.

CLONE IMAGE

Spell Level: 1
Magic Points: 2 per image
Range: Personal
Duration: 1 hour per level
Ingredients: Small mannikins of the caster

This spell allows the Illusionist to create one or more clone images, up to a maximum of 1 image per level. When the spell is cast, the Illusionist will appear to split into 2, 3 or more identical images - only one of which is the real Illusionist. The images always stay within 2 yards of the caster. Each image may move individually, leaving any observer unsure which is the real Illusionist. The whole group of images counts as a single illusion, and lasts for 1 hour per level of the caster.

•LEVEL TWO•

BANISH ILLUSION

Spell Level: 1
Magic Points: 3
Range: 48 yards
Duration: Instantaneous
Ingredients: A magnifying glass

The caster may use this spell against any group of creatures, single character or object within 48 yards which he or she

suspects of being an illusion. There is a base 50% that the spell will destroy any target illusion, modified as follows. For each level by which the caster of the Banish spell exceeds the caster of the illusion, increase the chance of success by 10%. For each level by which the caster of the illusion exceeds the caster of the Banish spell, reduce the chance by 5%.

CONFOUND FOE

Spell Level: 2
Magic Points: 8
Range: Personal
Duration: Instant
Ingredients: An hour-glass with crushed diamonds instead of sand (value 100GC)

This illusion can be cast by an illusionist who has suffered combat damage that round. It can be cast *even if the caster has been killed*, so it is a somewhat exceptional spell. The spell has the effect of negating all combat damage sustained during that round, just as if it didn't really happen - *because it didn't!*

GHOSTLY APPEARANCE

Spell Level: 2
Magic Points: 3 per 5D6 turns
Range: Personal
Duration: 5 to 30 minutes
Ingredients: The shroud from an Undead creature

This spell allows the Illusionist to assume the appearance of any Undead creature. The caster can take the guise of a specific individual, if so desired. This does *not* prevent the Illusionist from casting spells as normal.

The illusion will produce the same psychological reactions in anyone observing it as a real Undead creature (see the **Bestiary** *Undead* and *Ethereal Undead*).

The spell lasts for 5D6 minutes, but may be renewed at any time by the spending of further magic points. Anyone viewing the illusion may make an Intelligence test to see through it.

HALLUCINATE

Spell Level: 2
Magic Points: 4
Range: 48 yards
Duration: Instantaneous
Ingredients: A piece of clay worked into a model of the desired creature (see below)

This spell may be cast at any group or individual within 48 yards. The targets may make a Will Power test to avoid the effects of the spell. If this is failed, the individuals see themselves being charged by any creature of the caster's choosing. They may then have to make appropriate psychological tests, depending on the creature. If these tests are successful, the illusion is dispelled. For example, the illusionist creates the illusion of a giant, which causes *fear* in any creature under 10 feet tall. If the victims of the Hallucination make successful *fear* tests, the illusion is dispelled, and the giant disappears.

ILLUSIONARY BUILDINGS

Spell Level: 2
Magic Points: 2 per building section
Range: 1,200 yards
Duration: Until the caster moves
Ingredients: Small models of buildings

This illusion allows the caster to create the appearance of a group of buildings anywhere within 1,200 yards (approximately two thirds of a mile, 600 tabletop inches, or 50 tabletop feet). Each 8 x 8 yard building section costs two magic points to reproduce. The illusion may take the form of a village, farmstead, or whatever the caster chooses. If the illusion is created so as to appear between two groups of observers, it will mask them from each other, but creatures occupying space presenting an illusion of streets or open ground will be seen normally. Creatures within the bounds of the illusion are not affected by it.

Characters viewing the illusion from a distance of 24 yards or less may make an Intelligence test to see through it.

ILLUSIONARY WOODS

Spell Level: 2
Magic Points: 5 per 12 x 12 yard section
Range: 1,200 yards
Duration: Until the caster moves
Ingredients: Small model trees

This illusion allows the caster to create the appearance of a wood anywhere within 1,200 yards (approximately two thirds of a mile, 600 tabletop inches, or 50 tabletop feet). Each 12 x 12 yard section costs 5 Magic points to reproduce. Creatures covered by the illusion will be hidden from view but can see out of the 'woods' normally.

Characters viewing the illusion from a distance of 24 yards or less may make an Intelligence test to see through it.

•LEVEL THREE•

ILLUSIONARY ENEMY

Spell Level: 3
Magic Points: 6
Range: 48 yards
Duration: 1 hour per level
Ingredients: The teeth of a Chameleoleech

This spell creates an illusion of a group of either up to 24 humanoid creatures, or ten Undead, or a single monster or Lesser Demon. The illusion appears within 48 yards of the caster, and is controlled by the Illusionist as if it were real. The image(s) may reproduce any of the special abilities and/or psychological affects of the real creature.

The spell lasts for 1 hour per level of the caster, and anyone viewing the illusion must make an Intelligence test to see through it.

ILLUSION OF MIGHTY APPEARANCE

Spell Level: 3
Magic Points: 6 per 5D6 turns
Range: Personal
Duration: 5 to 30 minutes
Ingredients: Mask

This spell allows the Illusionist to assume the appearance of any creature desired, reproducing its special abilities and/or psychological affects. Anyone viewing the illusion may make an Intelligence test to see through it.

The spell lasts for 5D6 minutes, but may be renewed at any time by the spending of further magic points.

UNIVERSAL CONFUSION

Spell Level: 3
Magic Points: 8
Range: Sight
Duration: 1 round
Ingredients: The eyes of a Chimera

This illusion affects any individual or single group of creatures within the caster's line of sight. The effects start from the round after the spell is cast and last for that round only. Victims suffer complete disorientation and may only move at half pace, wandering around aimlessly with no idea of where they are. Missile troops fire with a -10 penalty to BS, as they lose concentration and their aim goes off. In combat, creatures also suffer a -10 to hit modifier.

VANISH

Spell Level: 3
Magic Points: 6
Range: Personal
Duration: D6 rounds
Ingredients: A golden hoop of at least 6" diameter

The Vanish spell allows the Illusionist to vanish into another dimension for D6 rounds. The caster may do nothing while in the other dimension, but is able to see events in the place left behind. The Illusionist may decide to return to the scene of the action at any time before the spell expires, but must return to within 24 yards of the exact point where the spell was used.

If the spell expires while the Illusionist is in the other dimension, the Illusionist is expelled from the dimension in a randomly chosen location, 4D6 yards from where the spell was cast. Select the direction by rolling 1D8 : 1 = north; 2 = north east; 3 = east; 4 = south east; 5 = south; 6 = south west; 7 = west; 8 = north west. The Illusionist may be expelled into a wall or other solid object and is instantly killed in such a case.

All Illusions currently maintained by the caster are instantly dispelled when this spell is cast.

•LEVEL FOUR•

DESTROY ILLLUSIONS

Spell Level: 4
Magic Points: 8
Range: 1,200 yards
Duration: Instant
Ingredients: A crystal prism

When this spell is cast, all illusions within 1,200 yards (600 tabletop inches, or 50 tabletop feet) currently maintained by any and all characters are instantly dispelled. This spell affects illusions maintained by the caster.

ILLUSIONARY ARMY

Spell Level: 4
Magic Points: 12 per hour
Range: Sight
Duration: 1+ hours
Ingredients: Small model figures of the troops desired by the caster

The caster creates an illusion of 2D6 groups each comprising up to 20 humanoid or Undead troops. These groups appear within sight of the caster, and can be controlled and moved as if real.

Characters viewing the troops may make an Intelligence test for each group. It is possible that they may successfully see through some of the groups and believe that others are real.

ILLUSION OF DARKNESS

Spell Level: 4
Magic Points: 15
Range: 96 yards
Duration: 2 hours
Ingredients: A ball of pitch

The Illusionist creates an illusion of complete darkness in a circle with a diameter of 24 yards, centred anywhere within 96

yards of the caster. This darkness is magical, and cannot be illuminated by any normal or magical light sources, including torchlight, fires, Glowing Light spells, and so on. Within the area of darkness, creatures can only move in a randomly-chosen direction at quarter pace, while missile fire and combat is impossible. Characters within the area are totally blind, unable to see even a lighted torch in front of them.

TELEPORT

Spell Level: 4
Magic Points: 20
Range: Personal
Duration: 2D6 rounds
Ingredients: A potion of flying or the hand of any Demon

This spell is similar to the Vanish spell, allowing the caster to briefly enter another dimension for 2D6 rounds. The caster may return to the scene of action or may, instead, return to a point anywhere within 100 miles of the spot where the spell was cast - assuming the Illusionist has been in that place at least once before (home or a safe place, for example). This spell may not be used more than three times in a day.

If the spell expires while the caster is in the other dimension, the Illusionist is expelled from the dimension in a randomly-chosen direction, 4D6 yards from where the spell was cast. Select the direction by rolling 1D8 : 1 = north; 2 = north east; 3 = east; 4 = south east; 5 = south; 6 = south west; 7 = west; 8 = north west. The Illusionist may be expelled into a wall or other solid object and is instantly killed in such a case.

As with the Vanish spell, all illusions currently maintained by the caster are instantly dispelled when this spell is cast.

•NECROMANTIC SPELLS•

SUMMONING UNDEAD

Necromantic magic is concerned with the control and manipulation of dead or Undead creatures. Necromancers can summon and control Undead, provided that they have suitable raw materials to hand - either fresh corpses (such as characters killed in combat), or those from a graveyard or similar site of burial (even the place where a great battle or catastrophe occurred will be sufficient). The Necromancer does not have to dig the corpses up; the casting of a Summoning spell (Summon Skeleton Champion, Summon Skeletons, Summon Skeleton Minor Hero, Summon Skeleton Hordes, or Summon Skeleton Major Hero) will cause the dead bodies to burst through the ground, ready to serve the Necromancer.

As an alternative to using any corpses in the immediate vicinity, Necromancers may summon Undead directly from the plane of death. In order to do this, the character needs to spend some time enchanting a part of a corpse or skeleton (or several parts, if the spell summons more than one Undead). The relevant body parts are given under the *Ingredients* heading of each Summoning spell description.

The Necromancer must spend 2 hours per level of the Summoning spell (irrespective of the number of body parts used) attuning the item(s) so that it opens a gate to the plane of death. This costs 3 magic points per spell level, expended at the end of the 2-hour period. At the end of the process, the Necromancer must make a successful test against Will Power or lose 1 point of Strength permanently. This test is for made for each Summoning spell, rather than for each body part.

To use the enchanted item, the Necromancer casts the relevant Summoning spell as normal and then throws the item to the ground. The summoned Undead appear within 6 yards of the caster, and the item is destroyed in the process.

Strength points are lost permanently, but their loss can be offset by the use of certain preparations (see *Preparations*).

CONTROLLING UNDEAD

Skeletons and Zombies lack motivation and need to be directed by a friendly controller. Necromancers can act as controllers

over any friendly Undead (summoned by themselves or an ally) within 24 yards of their persons. This is not a spell, but an innate ability of Necromancers, though they may use spells to increase the range of their control or even do away with the need to have a controller. However, controlled Undead must always be within the controller's line-of-sight, irrespective of any Magic in operation.

•LEVEL ONE•

DESTROY UNDEAD

Spell Level: 1
Magic Points: 2
Range: 24 yards
Duration: Instantaneous
Ingredients: Dust from a grave, or water blessed by a cleric

This spell can be cast against any group of Skeletons, Zombies or Ethereal Undead within 24 yards, and will affect 1D6 of the group. The creatures may make a test against Will Power to avoid either crumbling to dust or (in the case of Ethereal Undead) simply vanishing. Undead which successfully make the test are unaffected by the spell.

HAND OF DEATH

Spell Level: 1
Magic Points: 1 per touch
Range: Not applicable
Duration: Until the Necromancer is wounded
Ingredients: Part of a corpse's shroud

This spell endows the caster with the ability to cause Wounds simply by touching a target. The caster rolls to hit - ignoring normal unarmed combat modifiers - and any hit automatically causes 1D6 Wounds to the target, irrespective of Toughness or armour (unless magical - see below), in addition to any normal damage (which is subject to the usual modifiers). Each successful touch costs a further 1 magic point. The Necromancer may not use a weapon.

This spell takes effect immediately and lasts until the caster is wounded, when it is instantly dispelled. Victims do *not* receive a Magic test to avoid the effects, but if they are wearing magical armour the damage is reduced by 1 for each plus of protection provided by the armour. For example, a hit on the body of a character wearing a +2 magical breastplate reduces the spell's damage by 2.

SUMMON SKELETON CHAMPION

Spell Level: 1
Magic Points: 4
Range: Not Applicable
Duration: Until dawn the following day
Ingredients: A skeleton, corpse, or enchanted skull

This spell is used to summon a single Skeleton Champion, which appears within six yards of the summoner. This spell may be cast to animate an available corpse or - provided the necessary preparations have been made (see *Summoning Undead*, above) - to draw a hero from the plane of death. Gamesmasters may determine the Champion's profile by using the guidelines given in the **Bestiary**, or use the following:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	35	27	4	3	5	30	1	18	18	18	18	18	-

Once summoned, the Champion stays until dawn the following day, when it crumbles into dust.

A Skeleton Champion can act as leader/controller to a group of Undead, providing it stays within 24 yards of the Undead.

SUMMON SKELETONS

Spell Level: 1
Magic Points: 4
Range: Not Applicable
Duration: Until dawn the following day
Ingredients: Corpses, skeletons or enchanted skull

This spell is used to summon a group of D6 normal Skeletons. If cast on a battlefield or burial site, the Skeletons spring up in a group around the caster. If summoned using an enchanted skull, they appear within 6 yards of the summoner.

ZONE OF LIFE

Spell Level: 1
Magic Points: 4
Range: Not Applicable
Duration: 1 hour per level
Ingredients: A holy relic

This spell creates a magical field, 12 yards in diameter, centred on the caster. The Zone lasts one hour per level of the caster or until the caster moves. The caster may forbid any Undead (including Ethereal Undead) from entering the Zone, or from firing missiles or casting magic into the Zone.

While maintaining a Zone, a character may not cast any new spells or use Meditation skill to recover magic points. The Zone's area may *not* overlap with any other Zone. If another Zone (cast by a different spellcaster) touches or overlaps with the Zone of Life, then *both* Zones are instantly destroyed.

•LEVEL TWO•

CONTROL UNDEAD

Spell Level: 2
Magic Points: 3
Range: 48 yards
Duration: Instantaneous
Ingredients: A religious symbol or wood from a coffin

This spell may be cast against any group of Skeletons or Zombies within 48 yards. Targets may make a test against Will Power to resist the effects. Individual Undead which fail their Magic test are taken over by the caster. These Undead are now controlled directly by the caster, subject to the usual control restrictions for Undead creatures.

This spell enables Necromancers to take over and control hostile Undead. There is no limit to the number of Undead that may be

controlled in this way, but a separate spell is needed for different groups.

EXTEND CONTROL

Spell Level: 2
Magic Points: 3
Range: Not Applicable
Duration: 1 hour per level
Ingredients: Brain of a magician

This spell enables the caster to extend the normal range of Undead control from 24 to 48 yards. The spell lasts for 1 hour per level of the caster.

HAND OF DUST

Spell Level: 2
Magic Points: 3 per touch
Range: Not Applicable
Duration: Until caster is wounded
Ingredients: The right hand of a hanged murderer

This spell endows the caster with the ability to cause Wounds simply by touching a target (use of a weapon negates the effects). The caster rolls to hit as normal - ignoring unarmed combat modifiers - and any hit automatically causes 2D6 Wounds (irrespective of Toughness and armour), in addition to any normal damage.

This spell takes effect immediately, and lasts until the caster is wounded, when it is instantly dispelled. However, each successful touch made by the caster costs a further 3 magic points.

Victims may *not* make a Magic test to avoid the effects, but if they are wearing magical armour, the damage is reduced by 1 for each plus of protection provided by the armour. For example, a hit on the arm of a character wearing a +2 magical chainmail coat reduces the spell's damage by 2.

STOP INSTABILITY

Spell Level: 2
Magic Points: 2
Range: 48 yards
Duration: Until next period of instability occurs
Ingredients: A pint of blood

This spell can be cast on any group of Undead or ethereal creatures within 48 yards. The creatures ignore their next occurance of *instability*, even if magically induced. Only one such spell may be carried by a group at any one time.

SUMMON SKELETON MINOR HERO

Spell Level: 2
Magic Points: 8
Range: Not Applicable
Duration: Until dawn the following day
Ingredients: Corpse, skeleton or enchanted skull

The caster can use this spell to summon a single Skeleton Minor Hero who appears within 6 yards. A Skeleton Minor Hero can act as a leader/controller for an Undead unit in the same way as a Necromancer.

Gamesmasters may determine the basic profile of the creature according to the guidelines given in the **Bestiary**, or use the following:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	37	4	4	9	40	2	28	28	28	28	28	-

Once summoned the Hero stays until the next sunrise, when it collapses into dust.

•LEVEL THREE•

ANNIHILATE UNDEAD

Spell Level: 3
Magic Points: 12
Range: 24 yards
Duration: Instantaneous
Ingredients: The flayed skin of a fresh corpse

This spell affects all Undead (including Ethereal Undead) within 24 yards of the caster. Any such creatures must make a test against Will Power or be destroyed.

LIFE IN DEATH

Spell Level: 3
Magic Points: 10
Range: Personal
Duration: 1 hour per level
Ingredients: A fresh human heart

This spell may only affect the caster. Its effects last for 1 hour per level of the caster. If slain during this time, the Necromancer's spirit is released and may try to inhabit the body of any other living creature during the next 2D4 combat rounds. The caster's invisible spirit has a Move of 6 and must begin from the caster's dead body. The spirit must touch a host creature in order to inhabit it. The host is allowed to make a test against Will Power and, if successful, the spirit may *not* inhabit that body. If the test is failed the Necromancer inhabits the body of the victim until either it is slain or the Necromancer's spirit is driven out by magical means (see forthcoming supplements). The victim's psyche is not destroyed, but is suppressed by the possessing Necromancer. The spell caster does not gain access to the thoughts, memories, and knowledge of the victim, and if the Necromancer is ever driven out of the body, the victim regains full control.

The Necromancer's wandering spirit cannot be harmed by any physical or magical attacks, though it cannot enter any magical Zone that keeps out Ethereal Undead. If the Necromancer's spirit fails to find a new body within 2D4 rounds, it is blown to the winds and destroyed.

As a spirit, the Necromancer has no magical or physical powers at all. Having acquired a new body, the Necromancer's Ld, Int, Cl and WP characteristics are regained, as are all skills and magical powers (including magic points). But all other characteristics are now those of the host creature.

RAISE DEAD

Spell Level: 3
Magic Points: 12
Range: Around the caster
Duration: Until dawn the following day
Ingredients: A graveyard or burial site

This spell *must* be cast within a graveyard or burial ground of some kind. The magician can raise *one* of the following groups of undead creatures: 6D6 Skeletons, 6D6 Zombies, 3D6 Ghouls or D6 Mummies. The Undead will always appear as a single group.

The creatures so raised will obey the commands of their summoner until dismissed, or until the next sunrise.

SUMMON SKELETON HORDE

Spell Level: 3
Magic Points: 12
Range: Not Applicable
Duration: Until dawn the following day
Ingredients: Burial site or the enchanted finger bones of 6 skeletons

The caster can use this spell to summon a horde of 6D6 Skeletons. The creatures will be normal Skeletons in a single group (see *Undead* - **The Bestiary**), and will appear within 6 yards of the summoner.

•LEVEL FOUR•

CURSE OF UNDEATH

Spell Level: 4
Magic Points: 12
Range: 48 yards
Duration: Until creature is destroyed or dispelled
Ingredients: The withered hand of a Liche

This spell may be cast against any character within 48 yards. The victim may make a test against Will Power to avoid the effects. If this is failed, the victim begins to be transformed into an Undead creature. At the beginning of each subsequent game round, the victim loses one point of Strength, and if this reaches zero, the victim becomes one of the Undead, with the character's original Strength score, but Will Power, Dexterity, and Fellowship dropped to 10, and any magic powers possessed by the victim lost.

As one of the Undead, the creature must now be controlled in the same way as a Skeleton or Zombie (see the **Bestiary**).

This spell can only be used against sentient humanoid creatures, and has no effect on non-thinking creatures. It can be used only on individual creatures under 10 feet high.

SUMMON SKELETON MAJOR HERO

Spell Level: 4
Magic Points: 12
Range: Not Applicable
Duration: Until dawn the following day
Ingredients: The enchanted skull of a legendary hero

The caster can use this spell to summon a single Skeleton Major Hero, which will appear within 6 yards of the Necromancer. A Skeleton Major Hero can act as a leader/ controller for an Undead unit in the same way as a Necromancer.

You may generate the creature's profile according to the guidelines given in the **Bestiary**, or use the one given below:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	47	4	4	13	50	3	28	28	28	28	28	-

TOTAL CONTROL

Spell Level:
Magic Points: 12
Range: 2400 yards
Duration: Until dawn
Ingredients: Essence of vampire

This spell allows the caster to extend the normal range of Undead control to cover an area with a radius of 2400 yards (about a mile and a half). The spell is effective until dawn of the following day.

WIND OF DEATH

Spell Level: 4
Magic Points: 35
Range: 2800 yards
Duration: Instant
Ingredients: The enchanted dust from 5 mummies

This spell causes a swirling, black wind of death to blow over an area of radius 2,400 yards (about a mile and a half). The wind sucks the life energy from all living creatures, causing 2D6 Wounds (regardless of Toughness and armour) on every living creature it passes over, including the caster. Armour does not reduce this damage and no Magic test is allowed.

•DRUIDIC PRIEST SPELLS•

Druidic Priest spells are nature orientated and allow Druidic Priests to make friends with animals, assume animal form and animate trees. Druidic Priests should use these spells carefully, ensuring that their actions do not disrupt the balance of nature or exploit animals. Druidic Priests who abuse spells are likely to be penalised by the powers of nature - see **Religion and Belief** - *The Old Faith*.

•LEVEL ONE•

ANIMAL MASTERY

Spell Level: 1
Magic Points: 1 per turn
Range: 6 yards
Duration: 1+ turns
Ingredients: A tooth from any animal

This spell allows the caster to make telepathic contact with any non-fantastic animal of low intelligence (6-14) within 6 yards. The caster may communicate with the animal freely, and may be able to command it; most animals contacted by this means will be basically well-disposed toward the caster, but the GM should make a Will Power test for the animal if the caster commands it to do anything which is dangerous or outside its normal behaviour patterns.

The spell lasts for 1 turn, but may be extended by the expenditure of additional magic points.

CURE POISON

Spell Level: 1
Magic Points: 1
Range: Touch
Duration: Instantaneous
Ingredients: Powdered malachite

This spell may be cast either on the caster or on any other single creature that the caster can touch. The spell negates the effect of *one* poisoned wound or dose of poison, provided that it is cast within one hour of the poison being administered.

DELOUSE

Spell Level: 1
Magic Points: 1
Range: Touch
Duration: Instantaneous
Ingredients: A pinch of pepper

This spell allows the caster to remove parasitic infestations of all kinds from any one creature touched by the Druidic Priest.

HEAL ANIMAL

Spell Level: 1
Magic Points: 1
Range: Touch
Duration: Instantaneous
Ingredients: A sprig of mistletoe

This spell restores *one* non-fantastic, non-giant animal to full health, counteracting wounds, poisons, disease, and so on. The caster must be able to touch the animal during the casting of the spell. This spell will not restore dead animals to life, nor will it remove the effects of critical hits.

•LEVEL TWO•

GIANT ANIMAL MASTERY

Spell Level: 2
Magic Points: 2 per turn
Range: 12 yards
Duration: 1+ turns
Ingredients: A tooth of a giant animal

This spell is similar to the first level spell Animal Mastery, except that it affects non-fantastic giant animals (giant rats, giant spiders, etc). Giant animals are permitted a test against Will Power to resist the caster's commands.

HAIL STORM

Spell Level: 2
Magic Points: 4 per round
Range: 48 yards
Duration: 1+ rounds
Ingredients: A handful of white quartz gravel

The caster causes a sudden and violent hailstorm, even if underground or inside buildings. Anyone caught in the hailstorm takes D6 Wounds at Strength 0, and must make a test against Cool every round in order to be able to attack (rather than looking for cover, holding shields over heads, and so on). Wounds are taken either on the head or shoulders (chest) with a 50% chance of each.

Any firm surfaces (eg, stone paving) become *difficult ground* for the duration of the hailstorm and for one turn thereafter. During the hailstorm, visibility is reduced to 10 yards and missile fire is impossible. Fires will have their damage reduced by 2D4 points each round. Fire-based magic is instantly dispelled, and fire-based effects of magical weapons do not function. Gunpowder weapons cannot fire during the hail.

SHAPECHANGE

Spell Level: 2
Magic Points: 12 plus 2 per turn
Range: Personal
Duration: 1+ turns
Ingredients: The skin of the animal to be changed into

This spell allows the caster to take the form of any non-fantastic, non-giant animal. The caster gains all the characteristic scores of the animal in question (except Intelligence which is unchanged), together with any abilities that the animal might have. If rendered unconscious by Wound loss or any other means, the caster reverts to Human form. While in animal form, the Druidic Priest cannot cast spells or perform any other actions of which the animal is not capable. The initial transformation to animal form costs 12 magic points and lasts for 1 turn; the form may be maintained at an additional cost of 2 magic points per turn.

TANGLETHORN

Spell Level: 2
Magic Points: 2 per turn
Range: 24 yards
Duration: 1+ turns
Ingredients: A briar or bramble

The Druidic Priest can cause an area of plants or bushes up to 4 times the level of the caster in square yards, to become partially animated. For example, a 2nd Level Druidic Priest may animate 8 square yards. The plants will lash out and hold anything trying to move through them. Any creature in the area of effect must make a Strength test each round in order to move or attack. Creatures unable to move count as prone targets (see the **Combat Section**), and all creatures in the area of effect, whether held or not, take 2D6 Wounds at Strength 0 every round from the lashing branches - hit locations should be rolled for normally, and the damage is modified by Toughness and armour as normal.

•LEVEL THREE•

ANIMATE TREE

Spell Level: 3
Magic Points: 10 plus 4 per round
Range: Touch
Duration: 1+ turns
Ingredients: A seed or berry from the type of tree to be animated

This spell enables the caster to animate *one* tree; effectively it becomes a Treeman under the caster's control. The animated tree has all the characteristics and abilities of a Treeman, as detailed in the **Bestiary**. The caster must touch the tree to effect the transformation, and must maintain concentration while the tree is animated; the Druidic Priest may move, but fighting or spellcasting breaks concentration, as does being wounded. If the caster is hit but not wounded, the Druidic Priest must make a Will Power check to maintain concentration.

The spell costs 10 magic points and lasts for 1 turn, it may be extended at an additional cost of 4 magic points per round.

DECOMPOSE

Spell Level: 3
Magic Points: 6
Range: 48 yards
Duration: Instantaneous
Ingredients: A dried leaf

On the casting of this spell, a ray of dark green light is projected from the caster's fingertips, up to a range of 48 yards. Anything organic in the path of the ray (such as wood, leather and items of clothing) will rot and turn to dust instantaneously. If cast against characters' or monsters' clothing or armour, they are allowed a test against Will Power to avoid the spell's effects.

Nothing living or magically animated will be affected by this spell, with one exception - Zombies struck by the ray will immediately become Skeletons, with normal Skeleton characteristics.

TAP EARTHPOWER

Spell Level: 3
Magic Points: 3
Range: Personal
Duration: Variable
Ingredients: A stone circle

This spell can only be cast while in a stone circle (see **Religion and Belief** - *The Old Faith*). It enables the caster to draw upon the earth-power of the stone circle and use it for spell-casting. The caster regains D4 magic points per round while in the stone circle, though the circle will not increase magic points above the Druidic Priest's Power Level. Magic points can be regained in this way for as long as the caster remains within the circle.

ZONE OF PURITY

Spell Level: 3
Magic Points: 3
Range: Personal
Duration: 1 hour
Ingredients: A bronze dagger

The spell creates a 12-yard diameter Zone centred around the caster. The Zone lasts either for 1 hour, or until it is destroyed, or until the caster moves. Druidic Priests and normal animals may enter and leave the Zone freely; everything else must make a successful *Will Power* test or be excluded. The following modifiers apply:

Elves, giant animals	0%
Rangers	0%
Humans, Halflings	-10%
Dwarves	-20%
Everything else	-40%

•LEVEL FOUR•

CREATE BOG

Spell Level: 4
Magic Points: 6
Range: 48 yards
Duration: 3 turns
Ingredients: A ball of mud

The caster may create an area of soft and marshy ground up to 48 yards away. This spell can only be cast out of doors, on areas of bare ground; it has no effect on rock or stone.

The bog covers an area of up to 48 square yards, and counts as *difficult ground* (see *Movement*). It lasts for 3 turns before drying out and hardening back to normal ground. Any creature in the mire when it hardens will become trapped unless it makes a successful test against Strength. Trapped creatures count as *prone* targets and need to be dug out before they can move again.

CREATE SACRED GROVE

Spell Level: 4
Magic Points: 4 per day
Range: None
Duration: Variable
Ingredients: A suitable location and a golden sickle

Sacred Groves are the temples of the Druidic Priests and a full description can be found in **Religion and Belief - The Old Faith**. This spell allows the Druidic Priest to create a Sacred Grove, or to re-dedicate one that has been desecrated. Before this spell can be cast, the area must be marked out using the 3rd level spell Zone of Purity. The Druidic Priest then performs various dedication rituals, starting at the full moon and lasting for a full lunar month.

A Sacred Grove created or re-dedicated by means of this spell functions as described in *The Old Faith*.
This spell may also be used to re-dedicate stone circles which have been desecrated, and restore them to working order.

•MAGIC ITEMS•

This section contains a range of magical items, all to be found in the Old World. They are not common or easily found, and the gamesmaster should take care over placing magic items in scenarios. They should be kept rare enough so that finding one (even in the hands of an NPC opponent) elicits some excitement from the players, but not so rare that they despair of ever possessing such treasures. Needless to say, the more powerful a magic item is, the rarer it will be, and the most powerful magic items will only be found in the hands of the most powerful of opponents.

•DIY MAGIC•

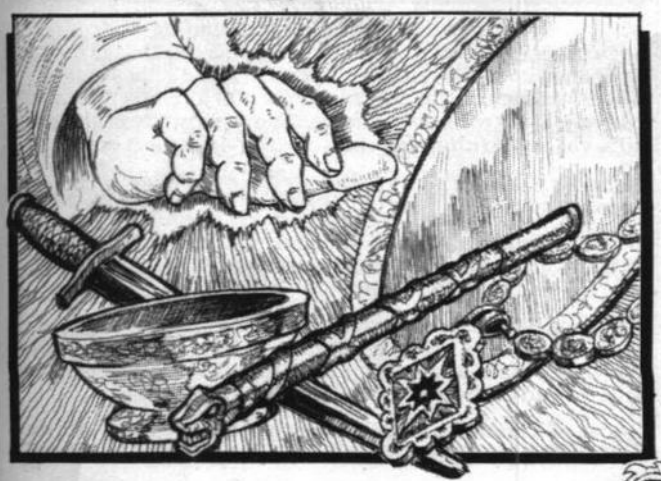
The magic items covered here are no more than a sample. The possibilities in this field are limitless, and you may want to design magic items of your own. New magic items are perhaps the easiest of things to invent. Try to keep a balance in your games, and don't include many very powerful magic items - unless you want invincible super-characters running around. Occasional one-offs can be interesting, especially variations on 'standard' items, which don't do quite what the players expect. Imagine, for instance, a suit of magical armour that actually *reduces* a character's armour points, and which cannot be removed without some powerful enchantment.

•DESTROYING MAGIC ITEMS•

Occasionally, it may be necessary to destroy a magic item - a powerful artifact of evil, for example, or a holy relic of an enemy cult. Magic items are more difficult to destroy than their mundane counterparts, and the destruction of an evil magic item may form an adventure in its own right. The gamesmaster may specify the means by which any magic item may be destroyed; some examples might include shattering the object on the forge on which it was made, immersing it in a powerful acid (such as the digestive juices of a Troll), throwing it into a volcano, and so on.

•IDENTIFYING MAGIC ITEMS•

Obviously, when a group of characters discover a magic item, the first thing they will want to know is what it does! A character with the Magical Sense skill will be able to tell whether or not a particular item is enchanted, and may be able to find out something about its abilities. The character must hold the item, and may do nothing else while concentrating on it. The gamesmaster should secretly make one Will Power test per turn for the player. Each successful test yields *one* piece of information about the item, and the character may continue until a test is failed. If a test is failed by 40% or more, the GM may feed the player false or misleading information.



•RANDOM MAGIC ITEMS•

When you are designing a scenario, it is always best to have an idea before you start of what kinds of monsters and magic items will be in it, where they will be, how they got there, and so on. Occasionally, though, the GM might want to generate a magic item completely at random; the following table can be used in these cases.

D100 roll	Item
01-02	All-seeing Mirror
03-15	Amulet
16-25	Armour
26-28	Arrow of Potency
29-30	Arrow of True Flight
31-35	Boots
36-40	Enchanted Rope
41-45	Grimoire
46-55	Jewel of Power
56-65	Potion
66-75	Ring
76-80	Scroll
81-85	Wand
86-00	Weapon

•SPELLS STORED IN MAGIC ITEMS•

Some magic items have definite powers, while others can store one or more of a variety of spells. The following tables are used when the gamesmaster wishes to determine the spells in a magic item randomly. Once the type and level of the spell have been determined, the GM must refer to the *Magic Section* to determine which particular spell is in the item.

D100 roll	Spell Type
01-20	Petty Magic
21-60	Battle Magic
61-65	Demonic Magic
66-80	Elemental Magic
81-95	Illusion Magic
96-00	Necromantic Magic

D100 roll	Spell Level
01-55	1
56-85	2
86-95	3
96-00	4

•ALL-SEEING MIRROR•

Mirrors of this kind are made in pairs, and enchanted in such a way that each one bears the reflection that would normally be seen in the other. The mirrors have an unlimited range over land, but the contact between them is severed if more than 500 miles of water separate the two mirrors.

•AMULETS•

Amulets may take the form of a medallion, a bracelet, or some other item of jewellery. Their precise form varies widely, and so do their powers. A few examples of amulets are given here.

Amulet of Thrice-Blessed Copper: Anyone wearing this amulet suffers one less Wound than they otherwise would from non-magical weapons, and gains a modifier of +20% to all Poison tests. If the amulet is placed within one inch of a poison source, it will turn green.

Amulet of Adamantine: This amulet increases the Toughness of its wearer to 7. An Amulet of Adamantine may not be removed unless the wearer is dismembered or slain.

Amulet of Enchanted Jade: Anyone wearing this amulet gains the power of *regeneration*, after the manner of Trolls (see **The Bestiary** - *Humanoids*). This power does *not* allow the wearer to grow new limbs or to survive fatal critical hits.

Amulet of Coal: This amulet can be used to hold up to three Fire Ball spells. Any spellcaster who can use the Fire Ball spell may recharge the amulet by casting one Fire Ball spell into the amulet for each 'charge'.

Amulet of Iron: An Amulet of Iron *cannot* be used by a spellcaster or a creature with magic points. It can be used by any other character or creature. A character wearing the amulet gains a modifier to Magic tests; this can be +10%, +20% or +30%, according to the strength of the amulet. The amulet can take the level of the test above 100, making it possible for a character to be totally immune to most magic.

Amulet of Righteous Silver: An amulet of this kind offers complete immunity to psychological effects - such as *Fear* and *Terror* - caused by the Undead (see **The Bestiary** - *Undead* and *Ethereal Undead*).

The following table may be used to determine amulets randomly:

D10 roll	Amulet
1-3	Thrice blessed copper
4-5	Coal
6-7	Iron (60% are +10, 30% are +20, 10% are +30)
8	Adamantine
9	Jade
10	Righteous Silver

•ARMOUR•

Magical armour is very rare and valuable. Magical armour and shields confer extra armour points (see **Combat**) - either +1, +2 or +3 armour points according to the strength of the enchantment.

Mithril armour is not in itself magical, but the wondrous silver metal is so tough that it cannot be worked except by magical means. It is also very light, and armour made from it weighs 20% of normal (20% encumbrance - see *The Consumer Guide*). Mithril armour gives one additional armour point.

Randomly found magical armour can be determined using this chart:

D100 roll	Armour
01-10	Coif
11-20	Helmet
21-30	Mail Shirt
31-40	Sleeved Mail Shirt
41-50	Mail Coat
51-60	Sleeved Mail Coat
61-70	Leggings (pair)
71-80	Arm Pieces (pair)
81-90	Breastplate
91-00	Shield

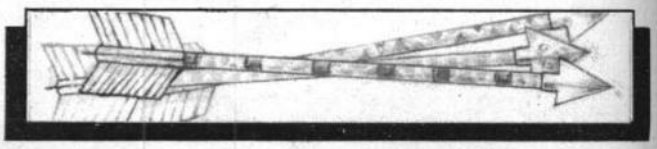
Determine the type from the chart below:

D100 roll	Armour Type
01-25	Mithril. +1. 20% encumbrance
26-85	+1
86-95	+2
96-98	+3
99-00	The armour is engraved with D3 Runes (see *Runes*).

•ARROW•

Arrows of Potency: These cause one extra Wound point of damage when they hit.

Arrows of True Flight: These always hit their target, so there is no need to make a dice roll to hit (although a roll should be made for hit location). They cause normal damage.



Both Arrows of Potency and Arrows of True Flight are *magical weapons*, and can wound creatures that are immune to normal weapons. They do *not* dispel Aura spells on a successful hit; their magic is not sufficiently powerful.

If an arrow can be found after firing, there is a 50% chance that it is not broken and can be re-used.

•BOOTS•

Magical footwear can be interesting and amusing, and sometimes even useful! Most magical boots can change their size to fit any humanoid character, although at the gamesmaster's discretion some might only fit members of a certain race. Alternatively, a pair of boots found during an adventure might have a 10% chance of fitting any character who tries them on.

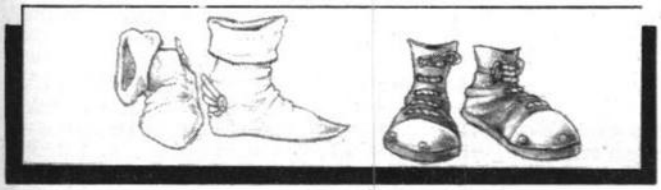
Boots of Speed: These allow their wearer to move at double normal Move rate.

Boots of Leaping: These allow their wearer a bonus of D6 yards on any Leap (see **The Gamesmaster's Section** - *Jumping, Falling, Leaping, Climbing*).

Boots of Bovva: Bovva was the apprentice of Rathnugg, the most famous boot maker of all time. He invented these sturdy war boots which allow their owner to make a single Strength 6 kick instead of any other attacks.

Boots of Concealment: These have secret pockets which can be opened only by the wearer. The pockets are magical, and can

hold goods up to a 2-foot cube in volume, or a single item up to 6 feet long - such as a double-handed sword. The pockets can hold a maximum of 250 encumbrance points (see *The Consumer Guide*) in each boot, and the objects in the pockets do not encumber the wearer.



Boots of Command: These have no effect on the person who actually owns the boots. However, anyone else wearing them will find themselves in a most perilous situation. The boots become alive, with a will of their own, moving about of their own accord. The boots can be commanded verbally by their true owner, and cannot be removed without consent. There is a 50% chance that any Boots of Command found during an adventure will be owned by some nearby being.

Randomly found magical boots can be determined using this chart:

D100 roll	Boots
01-30	Speed
31-50	Leaping
51-70	Bovva
71-90	Concealment
91-00	Command

•ENCHANTED ROPE•

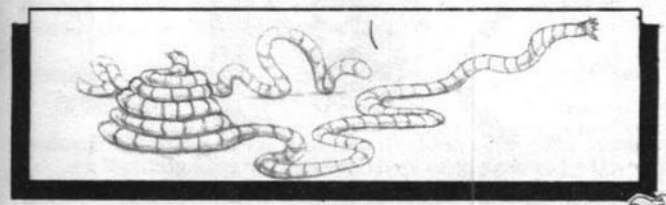
Enchanted ropes are made only in Araby. Lengths of D6 + 2 feet are occasionally found in the Old World, but longer ropes are rare. Enchanted rope is animate, and can fight just like a character, coiling round a sword or spear to grip it. It has the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	41	0	3	3	*	100	1	66	10	10	43	43	-

* A rope has 3 Wounds for each foot of length. Ropes can be struck by normal weapons, and they have 3 armour points. Ropes are *flammable*, and can be harmed by fire or fire-based magic. Normal missile weapons have no effect. Ropes are immune to all psychological effects and cannot be forced out of combat.They cannot recover wound points, even by magical means.

A rope may tie itself in knots or bonds at its owner's command. They are fully discriminating and can move towards and seize specific items or creatures.

There is a 50% chance that a magical rope found during an adventure will not have a living owner. In order to become a rope's owner, a character must make a Will Power test. Once a rope has a living owner it cannot be mastered by another, although it will obey a second character if its owner so commands.



•JEWELS OF POWER•

Jewels of Power contain a self-renewing storehouse of magical energy. Like amulets, jewels have various powers, and a few types are outlined below:

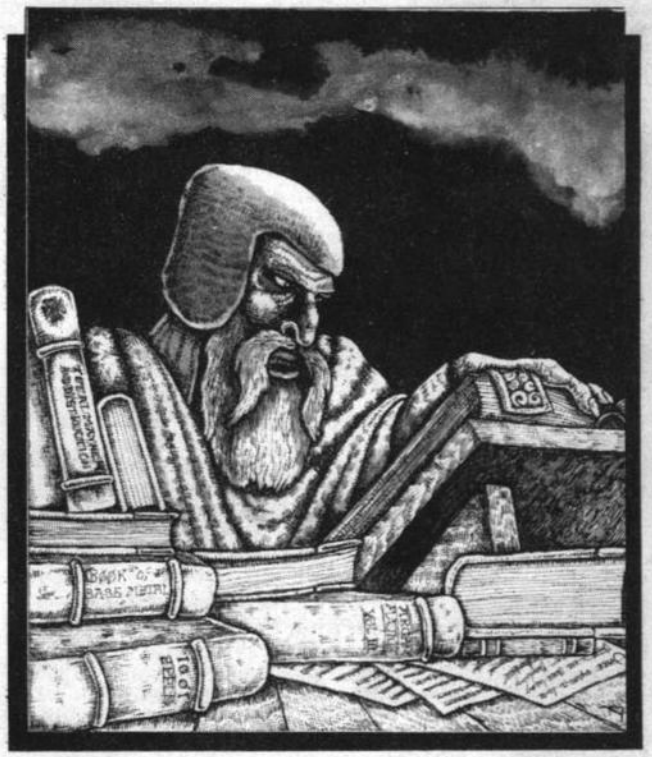
Spell Jewel: This contains a single specific spell, and can only be used by a spellcaster. The GM may choose the spell, or generate it randomly using the tables for random spells above. The spell can be cast once per day, with no magic point cost to the character. The spells most commonly found in Spell Jewels include Fire Ball, Cure Light Wound and Aura spells.

Multiple Spell Jewel: This is the same as a Spell Jewel, but contains D3 + 1 spells.

Energy Jewel: This contains 2D6 magic points, which can be used once per day by any spellcaster.

Randomly found Jewels of Power can be determined using this chart:

D100 roll	Jewel
01-50	Spell Jewel
51-60	Multiple Spell Jewel
61-00	Energy Jewel



•GRIMOIRES•

Grimoires are not magic items as such, but they fall into the category of magical treasure. They are books of spells, and spellcasters can attempt to learn new spells from them.

A grimoire will normally contain spells of one type only (eg, Elemental, Necromantic), written in the appropriate Arcane Language. A character must have the appropriate Arcane Language skill to be able to read the grimoire. There are 2D4 spells in a grimoire; refer to *Spells Stored in Magical Items* above to determine which spells are present.

•POTIONS•

A potion is a magical liquid, which will affect anyone drinking it. There are many types of magical potion, with widely differing effects; a few examples are given here, and more will appear in future supplements, but you should feel free to invent any new potions you like.

Any character with Manufacture Potions skill may make a potion. The first stage in the manufacture of a magical potion is to gather and prepare all the necessary ingredients. Some of the more common ingredients may be available from a Pharmacist, Herbalist or Alchemist in a large town, but the more obscure ingredients will be more difficult to obtain, and could form the basis of a 'quest'. Special ingredients are noted in the entry for each potion type. As well as the collection and preparation of rare and exotic ingredients, certain magical operations may be necessary to enchant the potion. This will generally involve the casting of one or more spells, which are listed in the individual entry for each potion.

Manufacturing a potion takes at least a day assuming all the ingredients are at hand. After the character has carried out the necessary procedures, the gamesmaster should secretly make an Intelligence test for the character. Success indicates that the potion operates as desired; failure either results in a waste of time and ingredients, or the creation of a Cursed Potion (see below).

Identifying Potions: Any character may drink a potion; the potion must be drunk at the beginning of a player's turn and counts as an action (see the **Gamesmaster's Section** - *Time and Motion*). The potion takes effect from the beginning of the next round. Once it has been drunk, a potion is used up and cannot be used again. The effects of a potion last for D6 x 10 turns (10-60 minutes) - the GM should roll dice secretly to determine the duration of the potion's effects.

Most potions are not labelled, so that drinking them always involves a certain amount of risk. Therefore, it is important to try to identify a potion when it is found. A character with Magical Sense skill may attempt to identify a potion by smell and taste - such a sample is too small to have any effect. The GM should secretly make an Intelligence test for the player, and - if successful - the true nature of the potion is discovered. If the test is failed, the character will find out nothing about the potion's nature, or, at the GM's discretion, the character may make a wrong assessment, and think that the potion is something it's not.

Potion of Disguise: The imbiber will appear to turn into the first thing the character concentrates on, as if by the level 1 Illusion Magic spell Assume Illusionary Appearance. Drinkers who are unaware of the true nature of the potion will assume the illusionary shape of the first thing they mention - this could lead to all sorts of interesting results, and the GM must use discretion when deciding what a character turns into.

Required ingredients are 7 whole Chameleoleeches, simmered in their own juices for 12 hours while the powder of a crushed Distorting Mirror and the diced brain of a Doppelganger are stirred in using a rod of Fool's Gold. The Assume Illusionary Appearance spell must be cast *five times* over the mixture.

Potion of Flight: The imbiber is able to fly, as if by means of the level 1 Battle Magic spell Flight. If a character who drinks this potion does not know the Flight spell, a Risk test must be taken. If successful, the character has full control over the newly-acquired power of flight; if the test is failed, the character moves in a random direction (D6: 1 - up, 2 - down, 3 - left, 4 - right, 5 - forwards, 6 - backwards) for one round, and must test again at the beginning of the next round, remaining out of control until a test is passed.

The potion requires the following ingredients: the powdered wing-bone of a Carrion, simmered in the blood of a Griffon and stirred with the wing-feather of a Giant Eagle. Once the mixture has simmered for two days and two nights, a total of 7 Flight spells must be cast into it.

Potion of Healing: This potion restores 2D6 Wounds to the drinker instantly; note that it will not raise a character's Wounds score above its normal maximum. In addition, this potion nullifies the effects of all other potions, poisons and magically induced injuries or states, including characteristic reductions from magical weapons. Unlike other potions, this one has no duration; the character retains the benefits of the potion until injured again.

Required ingredients are the powdered horn of one Unicorn, stirred into the simmering blood of one Troll for 24 hours while the level 4 Battle Magic spell Cure Severe Wound is cast on the mixture *twice*.

Potion of Invisibility: This potion turns the drinker invisible. Such characters cannot be detected by normal means, and if they remain silent and stationary, opponents suffer a -40% modifier to all attack rolls. If the character moves or attacks, this penalty is reduced to -20%. A character who is invisible may not cast spells or use magical items with spell-like effects; doing so ends the potion effect immediately.

Required ingredients are 5 Chameleoleeches, simmered in their own juices for 24 hours at the dark of the moon in a completely darkened room, and stirred with an obsidian rod tipped with chrysopase, while the Illusion Magic spells Cloak Activity and Illusion of Darkness are cast on the mixture.

Potion of Strength: This potion increases the drinker's Strength by two points.

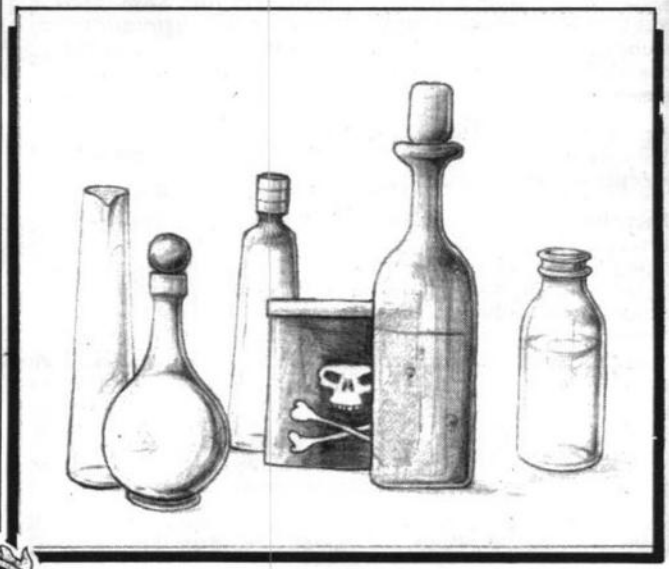
Required ingredients are the arm-bones of a Giant, powdered and stirred into the simmering blood of a Bog Octopus, stirred using a stone rod made from a leg bone of a Troll for 36 hours, while the spells Strength of Combat and Hammerhand are cast upon the mixture.

Potion of Tongues: This potion enables the drinker to understand and use any language or other form of sound-based communication during its period of effect.

Required ingredients are the cerebral fluid of a Dirach Fimir, into which diced, pickled walnuts and the chopped tongues of at least seven species of language-using creature are stirred for 24 hours while the spell Gift of Tongues is cast *seven times*.

Potion of Water Walking: Anyone drinking this potion may walk on water as if it were solid ground during the potion's period of effect.

Required ingredients are a Water Elemental of at least 3 Strength, into which one pound of Bog Octopus is stirred for 24 hours, while a Marshlight spell is bubbled through the mixture.



Cursed Potions: The possibilities for cursed potions are as endless as those for other types of potion. They may reduce a characteristic, cause Wounds rather than heal them, turn the drinker into a frog or slug, or do something harmless but irritating such as turning the drinker's skin a fluorescent green. The effects are left up to the gamesmaster, but it should be remembered that cursed magic items quickly become boring if they are used too often. Ideally, there should be a useful function and some disadvantage or hazard to counterbalance it, as in the potions of Disguise and Flight described above.

Cursed Potions are frequently made by mistake. The GM may decide that any potion made by a character who fails a Manufacture Potion roll has created a cursed potion. The GM should keep this fact secret until a character actually uses the potion.

•RINGS•

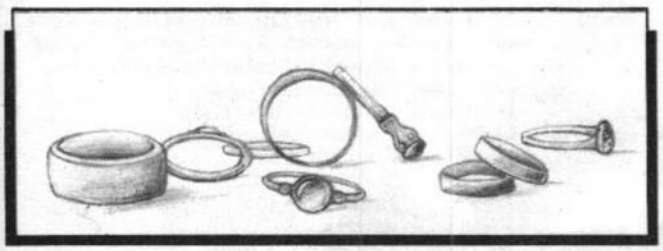
Magical rings can be of many types. Here are some examples:

Amulet Ring: The ring has the same effect as one of the Amulets already described - see *Amulets* above.

Spell Ring: This type of ring contains one spell, which the wearer can cast at any time without expending magic points, even by characters who are not spellcasters. Most spell rings have a trigger word of some kind, which must be discovered before the ring can be used. To determine the spell stored in a ring, refer to *Spells Stored in Magical Items* above. Spell rings generally have 6 magic points, plus D6 per level of the spell they contain; so a ring which contains a second level spell, for example, will have 6+2D6 Magic Points. When a ring runs out of magic points, it can no longer cast its spell.

Protection Ring: The ring protects the wearer against *one* monster or type of attack. Those rings which protect against monsters have the following effects: the wearer takes half the normal damage from all attacks by monsters of this type, and has a +10% modifier to all tests against spells and special abilities used by the monsters in question. Rings of Protection from Undead, Demons, Chaos, Goblinoids, Fimir and Ethereal Undead are known, but there may be more.

Rings which protect against attack forms have the following effects: the wearer takes half normal damage from all attacks of that form, and has a +10% modifier to all relevant tests. Rings of Protection from fire, missiles, swords, spells and magical weapons are known to exist.



Warding Ring: The ring renders the wearer completely immune to the effects of *one* spell. Not only will the spell have no effect on the wearer, if the wearer is a spellcaster, the character will not be able to cast the spell while wearing the ring either. The spell may be decided by the GM, or generated randomly using the tables in the section *Spells Stored in Magical Items* above.

Energy Ring: This ring works in exactly the same way as an Energy Jewel (see *Jewel of Power* above).

Multiple Spell Ring: This ring works in exactly the same way as a spell ring, but contains 1+D3 spells.

Multiple Warding Ring: This ring works in exactly the same way as a Warding Ring but protects the wearer against 1+D3 spells.

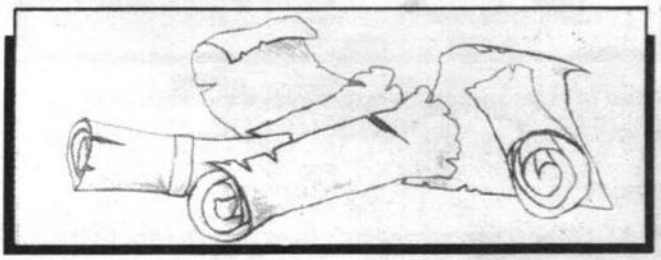
Rings can be generated randomly using the following table:

D100 roll	Ring type
01-15	Amulet Ring
16-30	Spell Ring
31-45	Protection Ring - Monster
46-60	Protection Ring - Attack Form
61-75	Warding Ring
76-90	Energy Ring
91-95	Multiple Spell Ring
96-00	Multiple Warding Ring

•SCROLLS•

Magical scrolls are inscribed with spells. Any spellcaster who is able to use the type of magic (eg, Elemental, Necromantic, etc) to which the spell belongs can cast the spell from the scroll at a cost of one magic point, and with no chance of miscasting. Once the spell has been cast, the scroll crumbles to dust.

To determine the spell which is inscribed on a particular scroll, refer to *Spells Stored in Magical Items* above. Some scrolls (about 5%) may have 1+D3 spells inscribed on them; the spells on any scroll will all belong to the same type of magic. Each spell will fade and disappear as it is cast, and the scroll crumbles when the last spell has been cast.



A magical scroll does not contain the full instructions for casting a spell - it merely contains the instructions for releasing the magical energy with which it has been charged. Therefore, a character may not attempt to learn a spell from a scroll.

Characters with the Manufacture Scrolls skill may make magical scrolls, inscribing any spell or spells which they are capable of casting. A scroll requires three basic ingredients: the material to be inscribed, the ink, and the pen. There is not room here to detail the requirements for every spell, but the gamesmaster should bear in mind that the ingredients for the spell itself should be reflected in the ingredients for the scroll. For example, the required ingredient for the Fire Ball spell is a ball of sulphur. Bearing this in mind, the GM might decide that the ink should contain a certain amount of sulphur, and might add for good measure that the spell must be inscribed on vellum made from the hide of a Dragon, using a nib carved from the tooth of a fire-breathing Hydra.

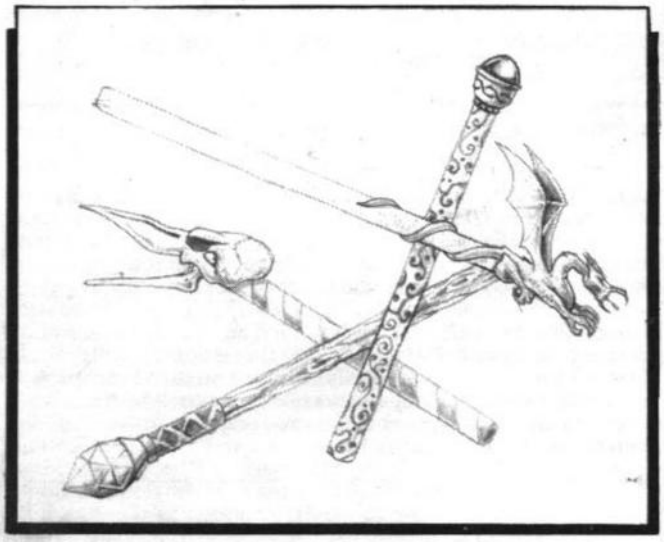
Having assembled the ingredients, the character must then begin the laborious process of inscription. The process takes D2 hours for every level of the spell to be inscribed, and the character must make a Will Power test every hour - the caster may expend additional magic points to modify this test. If all the tests are successful, the spell is inscribed successfully onto the scroll, and the character expends 10 magic points plus the magic points required to cast the spell normally (so that a Fire Ball spell costs 11 magic points to inscribe). If a test is failed at any stage, the spell is not successfully inscribed; magic points are still expended, but all the ingredients are ruined (including any spells previously inscribed on the same scroll), and the character must start again from scratch.

•WANDS•

There are several types of magical wand:

Wand of Onyx: This wand acts as a store of magic points, in the same way as an Energy Jewel (see above).

Wand of Jet: Spellcasters may use this wand when casting a spell. If they make a successful Will Power test, the magic point cost of the spell is reduced by D4 points. In some cases this can mean that the spellcaster need expend no Magic Points to cast a spell.



Wand of Jade: Spellcasters may use this wand when casting a spell. If they make a successful Will Power test, the range of the spell is increased by 2D6 yards. This wand will not affect spells whose range is given in the spell description as *Touch* or *Personal*.

Wands can be generated randomly using the following table:

D10 roll	Wand type
1-4	Wand of Onyx
5-7	Wand of Jet
8-10	Wand of Jade

•WEAPONS•

Magical weapons may be of any type *except* explosives, incendiaries and gunpowder weapons. Swords, maces, flails, lances, spears and bows are the most commonly enchanted weapons. Two kinds of enchanted arrow, the Arrow of Potency and the Arrow of True Flight, have already been covered.

Magical weapons have various effects, as explained below, but they all have some abilities in common. These are:

1. All magical weapons emit a magical aura which may be recognised by any character with the Magical Sense skill.
2. Magical weapons can wound creatures which are stated in the **Bestiary** to be immune to normal weapons.
3. Magical weapons have the ability to dispel Aura spells of any level on contact.
4. Where a magical weapon causes unusual or additional damage this does not count as a magical attack, and the victim is *not* allowed a Magic test to resist it.

Using Magical Weapons: Characters who find a magical weapon may *not* simply pick it up and use it. The weapon has a will of its own, and will not readily accept a new owner. The character must make a successful Will Power test in order to master the weapon - if the test is failed, the weapon will not co-operate, and the character may not use it. Characters who persist in trying to use the weapon will find it will use its abilities to hinder rather than help them.

Special Abilities: As well as the general abilities common to all magical weapons, a weapon may have one or more *special abilities*. Weapons with special abilities are generally best designed by the gamesmaster, taking into account their background, history and the circumstances in which they are found, but the GM can generate a magical weapon randomly, using the tables below.

The first stage is to determine how many special abilities the weapon has, if any:

D100 roll	Number of Abilities
01-20	0
21-70	1
71-90	2
91-95	3
96-99	4
00	5

Next, roll a D100 for each ability. If an ability appears more than once, it may be cumulative (eg, double Strength gain), or the GM may ignore the second result and roll again. Characteristic bonuses from magical weapons can take characteristics beyond normal maximum levels.

D100 roll **Ability**

01-25 *Additional Damage* - The weapon causes more than the normal amount of damage. Roll on the following table:

D100 roll	Damage
01-50	+1
51-75	+2
76-90	+3
91-95	+4
96-98	double normal damage
99-00	double normal damage, +4 points

26-40 *Characteristic Gain* - The weapon increases one of the user's characteristics. The character *must* be holding the weapon in order to gain the increase. Roll on the following table:

D100 roll	Characteristic Gain
01-09	Weapon Skill +10%
10-18	Strength +1
19-27	Toughness +1
28-36	Initiative +10%
37-45	Attacks +1
46-54	Leadership +10%
55-63	Intelligence +10%
64-72	Cool +10%
73-81	Will Power +10%
82-84	Weapon Skill D3 x +10%
85-86	Strength D3
87-88	Toughness D3
89-90	Initiative D3 x +10%
91-92	Attacks D3
93-94	Leadership D3 x +10%
95-96	Intelligence D3 x +10%
97-98	Cool D3 x +10%
99-00	Will Power D3 x +10%

41-50 *Characteristic Drain* - Every time this weapon wounds an opponent, it drains 1 or 10 points from one of the opponent's characteristics. These characteristic points are given to the wielder *for*

the next round only. Roll on the following table:

D100 roll	Characteristic Drain
01-15	*Weapon Skill* 10%
16-30	*Strength* 1
31-45	*Toughness* 1
46-56	*Initiative* 10%
57-67	*Leadership* 10%
68-78	*Intelligence* 10%
79-89	*Cool* 10%
90-00	*Will Power* 10%

51-60 *Bane Weapon* - The weapon causes *double damage* against opponents of a particular type. Roll on the following table:

D100 roll	Race
01-05	Goblins and Snotlings
06-10	Hobgoblins
11-20	Orcs and Half-Orcs
21-25	All Goblinoids
26-27	Elementals
28-30	Demons
31-35	Undead
36-45	Chaos Creatures (including Warriors of Chaos)
46-50	Dragons and Jabberwocks
51-55	Dwarfs, Gnomes and Halflings
56-60	Elves
61-65	Fimir
66-70	Monstrous Animals (eg, Manticore, Griffon)
71-75	Skaven
76-80	Lizardmen and Troglodytes
81-85	Giants
86-90	Ogres and Trolls
91-95	Werecreatures
96-00	Vampires

61 *Flame Attack* - The weapon bursts into flames at the wielder's command, causing standard fire damage (see the **Gamesmaster's Section** - *Fire*) in addition to normal damage.

62 *Poison Attack* - The weapon causes poisoned wounds. Any creature wounded by the weapon must make a Poison test or die instantly.

63 *Degeneration Attack* - Any creature wounded by this weapon must make a Toughness test or begin to decay and crumble. Roll a D6 at the beginning of each of the victim's turns - whenever a 6 is scored, the victim loses one Wound point. The degeneration may be stopped by a Potion of Healing or a Cure Severe Wound spell, and Wound points lost by degeneration may only be recovered by medical attention or magic.

64 *Freeze Attack* - The weapon glitters with a cold and icy fire, causing D3 extra Wound points on each successful hit unless the creature struck is resistant to cold. The victim is permitted a Toughness test to avoid the additional damage.

65 *Warp Attack* - The weapon can be seen to fade in and out of existence, fading and then reappearing. In combat the weapon *warps* through the opponent's armour and shield, negating any protection they might have afforded. All armour and shield protection is discounted when calculating damage.

66 *Sleep* - Any creature struck by the weapon must make a Magic test or fall *asleep* for D6 turns, as if affected by the appropriate Petty Magic spell.

67 *Flight* - The wielder of this weapon can fly as a *swooper* (see *Movement - Flying Creatures*) for 10+D10 turns per day. The weapon must be held aloft to activate the power, and it cannot be used for fighting while in flight.

68 *Breathe Underwater* - The wielder of this weapon can breathe without air, and will not suffocate either in a vacuum or underwater.

69 *Confusion* - If this weapon is held, it will automatically cause all creatures within 6 yards, except for the wielder, to become *subject to stupidity* (see *Standard Tests - Stupidity*. All creatures within the area of effect must make a Stupidity test immediately.

70-71 *Fear* - A character holding this weapon causes *Fear* in opponents the wielder charges or is charged by unless the opponents make a successful Fear test.

72-73 *Instability* - When the weapon successfully hits an opponent which is *subject to instability* (ie, a Demon, Undead or Elemental), the opponent must make an immediate test to determine whether it becomes *unstable* (see the **Bestiary** - *Instability*). This test must be made on *every* successful hit, *regardless of whether Wounds are caused*.

74-75 *Protection* - The weapon is semi-animated, and will move to parry any attacks directed against its wielder. Roll on the following chart:

D100 roll	Effect
01-75	+1 armour on all body areas
76-90	+2 armour on all body areas
91-95	+3 armour on all body areas
96-98	1 attack per round automatically parried, no loss of Attacks
99-00	2 attacks per round automatically parried, no loss of Attacks.

76 *Resist Fire* - A character holding this weapon takes no damage from fire or fire-based magical attacks, such as Fire Ball spells.

77 *Animated* - The weapon has a life of its own. It can move through the air and fight in combat, attacking any creature specified by its owner and within line of sight. When this opponent is dead, the weapon will hang motionless in the air until its owner recalls it or commands it to attack another opponent. When fighting independently, the weapon has the following profile:

M	WS	BS	S	T	W	I	A
6	57	0	4	*	*	60	2

The weapon cannot be 'wounded', and will only cease to function if its owner is killed or rendered unconscious.

78 *Invisibility* - The owner of this weapon may become *invisible* at will. Such characters cannot be detected by normal means, and if they remain silent and stationary, opponents suffer a -40% modifier to all attack rolls. If the character moves or attacks, this is reduced to -20%.

79 *Magic Damper* - The weapon so completely dominates other sources of enchantment that the bearer may not cast or use any magic apart from the powers of the weapon. The user may still be attacked by spells and magical abilities.

80-81 *Berserk* - The wielder becomes *subject to frenzy* (see *Standard Tests - Frenzy*) whenever using the weapon in combat.

82-83 *Repel Undead* - The very presence of this weapon will repel all Undead including Ethereal Undead. The Undead must make a successful Magic test or be unable to approach within 6 yards of the weapon.

84-85 *Repel Demons* - The very presence of this weapon will repel all Demons. The Demons must make a successful Magic test or be unable to approach within 6 yards of the weapon.

86 *Destroy Magical Weapon* - This weapon will destroy any other magical weapon. If the wielder meets an opponent with another magical weapon, the gamesmaster should roll a D6 every round. If a 6 is rolled, the opponent's weapon is utterly destroyed. If two weapons with this power meet in combat, *both* are destroyed on the first 6 rolled, in an explosion that causes D6 Strength 6 hits to both combatants.

87-88 *Spell Absorption* - If a spell is cast at the bearer of this weapon, the weapon will automatically absorb the power of the spell, so that the wielder is unaffected by it. The power of the spell gives the weapon a modifier to damage rolls equal to the level of the spell absorbed, *for the next attack only*. The weapon can only absorb one spell per round, and will always absorb the spell of the highest level if more than one are cast on the wielder. Note that the weapon will absorb Cure spells just as readily as Fire Ball spells, so long as the wielder is holding it.

89-90 *Mighty Strike* - This weapon may strike with a Strength 10 hit *once* per day. The player does not have to declare that the *mighty strike* power is being used until a successful hit has been scored.

91-00 *Rune Weapon* - The weapon has D6 runes carved onto it (see *Runes*). These can be chosen by the GM or determined randomly. Effects will vary according to the number and types of runes involved.

•DAWNSTONES•

Dawnstones are not included in the list of magical items or weapon abilities, since they are extremely rare, even for magical items. They should never be generated randomly, and should only be found in appropriate surroundings. Dawnstone is the name given to a flint or obsidian dagger or hand-axe such as occasionally turns up in a barrow grave. These are relatively common, but enchanted stones are very rare indeed.

An enchanted Dawnstone has all the standard abilities of a magical weapon (see above). In addition, it casts a permanent Zone of Sanctuary spell (see *Battle Magic*) around the bearer, which will move as the bearer of the stone moves. If any other Zone spell touches or occupies the same area, it will be dispelled, and that cast by the stone will be disabled for one turn. The Dawnstone will increase the Will Power of a spellcaster to whom it belongs by 10% while holding the stone. Druidic Priests increase their Will Power by 20% while holding the stone. Note that to gain the Will Power increase, the stone must be held in the hand, and the character may not attempt to perform any other action. A Dawnstone may increase its bearer's Will Power above the normal maximum of 100.

•RUNES•

Runes are magical symbols, inscribed onto weapons and armour to confer magical powers. Characters with the Rune Lore skill may be able to to identify runes - the GM should roll the dice secretly and, depending on the results, inform the player of the rune's identity, give false information or none at all.

Runes are only effective when they are **active** - an active rune glows dimly with a golden light. Inactive runes become dim but are still visible. Those runes which are likely to become inactive are indicated below. Unless stated otherwise, the effect of two or more runes of the same kind is not cumulative; only one rune can take effect at a time.

Further information on runes and the wizards who create them will be given in future supplements.

Runes can be of the following types:

Spell Rune: A Spell Rune allows those characters not normally able to cast the spell in question, to do so. There is no magic point cost, and no chance of miscasting. The rune dims for the remainder of the day.

Protection Rune: The protection rune will give a +10% modifier to all Magic tests taken by the bearer. The effects of two or more of these runes are *not* cumulative.

Armour Rune: When inscribed on a piece of armour, the Armour Rune adds +1 to the value of the armour.

Cutting and Smashing Rune: This rune may only be inscribed on weapons. It adds 1 point to the Strength of any blow dealt by the weapon. If this rune causes a wound that would not otherwise have been scored, it will dim and cease to function for the remainder of the day.

Rune of Swiftness: A Rune of Swiftness will add +10% to its bearer's Initiative score.

Rune of Renewal: This rune carries the energy to re-power any dimmed rune inscribed onto the same object. This will drain the Rune of Renewal, which will dim for the remainder of the day.

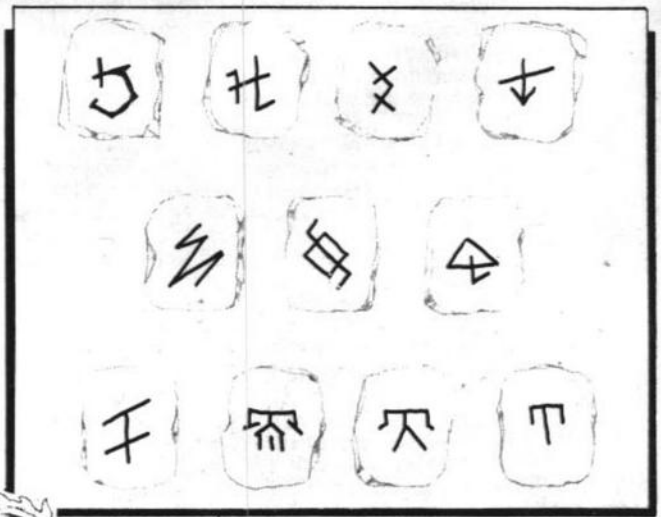
Flight Rune: This rune can be inscribed on an axe, hammer or other throwing weapon, and ensures that it will always hit its target (determine hit location randomly). After one use, the rune dims for the remainder of the day.

Rune of Return: This rune can be inscribed on an axe, hammer or other throwing weapon, ensuring that it will return to its owner's hand. After one use, the rune dims for the remainder of the day.

Great Death Rune: This rune may only be inscribed by a god onto a weapon. Any creature hit by the weapon is slain. This rune does not dim through use.

Lesser Death Rune: This rune is not as rare as the Great Death Rune, although its effects are similar. Lesser Death Runes may only be inscribed onto weapons, and cause any creature of a specific type to be slain, if hit. Each rune works only for one group of creatures (Goblinoids, Chaos Creatures, etc), and does not dim through use.

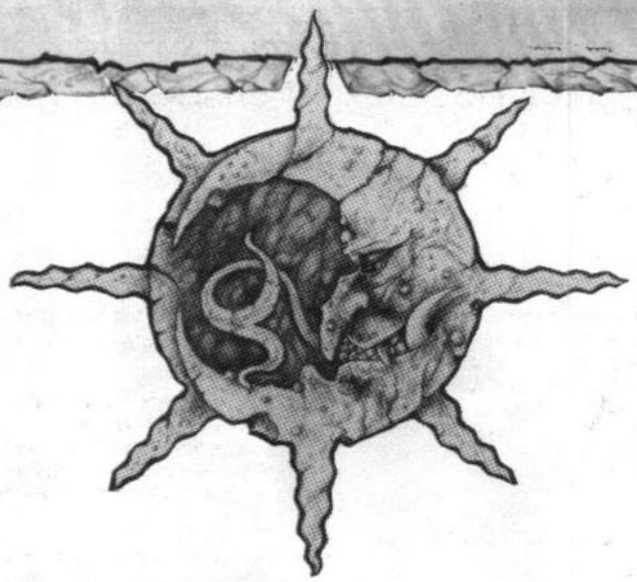
Minor Death Rune: A Minor Death Rune is relatively common. It slays any creature of one specific species (such as Goblins, Orcs, Chaos Beastmen, etc). It is otherwise identical to the Lesser Death Rune.



RELIGION & BELIEF

SECTION

5



Popular Attitudes
Character and the Gods
Minor Deities
Temples
- Shrines
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Wrath of the Gods
Veneration of Chaos Gods
Veneration of other Outlawed Gods
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- Malal

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- Solkan
- Arianka

• RELIGION & BELIEF •

Old Worlders venerate a number of deities; their religion is pantheistic in a similar way to that of the Ancient Greeks of our own world. This section does not detail all the gods of the Old World - since there are so many - but a few of the more popular deities are covered here, to allow characters some choice of deities, and more will appear in forthcoming publications.

•POPULAR ATTITUDES•

To most Old Worlders, everything that happens and everything that exists is seen as divine activity or subject to divine intervention. Nothing happens just by coincidence. To improve their chances of worldly success, they believe it is essential to give the gods proper respect. This extends to all the gods, including those of other cities, other cultures and even the Gods of Chaos. All gods - no matter how foul and evil - are powerful forces, and to show disrespect to the gods is courting disaster, not only for yourself but for everyone around you. People who are openly disrespectful to the gods are often lynched.

•CHARACTERS AND THE GODS•

As stated above, all characters are expected to show respect for all the gods of the Old World, praying and offering sacrifices when they desire the favour of a particular god.

Clerics, and some more devout characters, may follow one god in particular. In such cases, the characters must be of the same alignment as the deity. Even these characters are not excused from the normal obligations that all characters have towards all gods: a Cleric of Taal, for example, must still treat Verena and her temples with respect. Of course, characters who follow one god devoutly are not expected to show respect to deities who are hostile to their deity.

•MINOR DEITIES•

As well as the major deities of the Old World religion, there are many lesser deities. These are generally the patron deities of cities, towns, guilds and so on; some of them are distinct gods, while others are specialised aspects of more major gods, sometimes with a different name or title.

Most of the larger towns and cities have their own attendant god. Some lesser deities, also, are more or less universal, and may have temples dedicated to them. Therefore, most urban areas have a number of temples dedicated to different gods, some foreign, others indigenous to the area. New temples are constantly being built and new gods are constantly being imported from other parts of the Old World and even further afield. Some imported cults become fashionable for a short time, before being supplanted by the next religious novelty, while others last and become part of the overall religious life of an area.

•TEMPLES•

The temple is the centre of worship for each deity; it is where ceremonial magic, invocation and sacrifice are performed according to the rites and practices of that god.

There is no such thing as a typical temple. Styles vary greatly and many temples are very old. Religious principles may dictate the shape of the building in some cases. However, they are all large buildings, usually built in brick or stone, and many feature towers of one kind or another. Brief notes on temples and their organisation are given in the *Temples* section of each deity's description.

Generally, though, the principal temple to a major god in a large city will be enormous, with many attendant Clerics of all levels, as well as scribes, initiates and other lay staff. On the other hand, a temple in a remote village might be no more than a large shrine, attended by one priest who may not even be a Cleric.

Temples and shrines generally contain objects of value - offerings that have been made to the attendant deity, icons, relics and so on. The GM can decide what is found in a temple, bearing in mind the size and location of the temple, or can use the *Treasure Table* (see *Random Treasure*) to generate these things randomly.

Needless to say, these valuables are the property of the deity, and characters who attempt to steal or damage them are inviting the displeasure not only of the temple's priests, but also of the deity (see *The Wrath of the Gods* below).

•SHRINES•

Shrines are a common feature of worship in the Old World. Temples always include one or more shrines, but the majority are independent, free-standing structures, erected by the inhabitants of a village or a city ward, or by members of a particular guild or other social unit. Essentially, shrines are temples in miniature; they are places where offerings are made and prayers are offered to placate or gain the favour of a deity. Most are no more than a small altar, with an image of the god and a suitable inscription, generally covered by a small wooden or stone structure.

Shrines to gods are connected to the nearest temple of the deity in question, and may be visited regularly by worshippers who live too far away from the temple itself. The maintenance of the shrine is the responsibility of those who use it, and it is customary to make a cash offering after praying at a shrine, to contribute towards its upkeep.

Along the roadways and in small hamlets, shrines will be found dedicated to minor deities, such as the patrons of a particular craft, or the local spirits of a nearby feature such as a spring, an especially impressive cave, a crossroads or a bridge.

•PRAYER AND BLESSINGS•

Occasionally, a character praying at a shrine or temple will not only attract the attention of the attendant deity, but will also bring some miraculous result.

Blessings are, by definition, extremely rare. It is not possible to lay down any firm guidelines, but a base 1% chance is reasonable. The gamesmaster should take into account the precise circumstances, and impose modifiers as seems fit.

Blessings will only generally be granted to characters who follow the attendant deity, although characters of the same alignment may be granted a blessing under exceptional circumstances. Characters of different alignment will not be granted blessings.

Clerics obviously have a closer rapport with the deity than other characters, and they have a greater chance of obtaining a blessing. It is suggested that characters who have followed an Initiate career in the service of the deity will have a base 2% chance of obtaining a blessing, while Clerics of the deity will add 1% for each level they have attained.

The actions of the supplicant character should also be taken into account. Every full four hours spent in prayer will increase the chance of a blessing by 1%, and sacrifices will increase the chance further. The GM should decide the precise modifier, taking into account the amount of the sacrifice, and what it means to the sacrificing character - a sacrifice of 10 Gold Crowns will mean a lot more to a starving peasant than it will to a wealthy merchant - or a treasure-laden adventurer.

Finally, of course, the GM should take into account the nature and interests of the deity involved, and how well they accord with the reason for which the character is praying. Again, the GM will have to decide what effect, if any, these will have on the character's chance of obtaining a blessing.

Blessings can take several forms, and it is up to the GM to decide on a suitable one, taking into account the circumstances, the nature of the deity involved and the past history of the character. A character might be granted a bonus to one test, the use of one skill, or a one-shot use of one spell. You are free to invent new types of blessing, but they should be no more powerful than the examples given here.

Bonuses to tests should never be more than +10%. The GM should choose a test from the list given in the description of the relevant deity.

The use of a skill is self-explanatory. The GM should choose a skill from the list given in the deity's description.

Where a character is granted the use of a spell, it will generally be for one use only. The spell should be chosen by the GM from those listed under *Spell Use* in the description of the relevant deity. The spell will generally be of the highest level that the blessed character is able to use, and may occasionally be of a higher level. The spell may be cast without expending Magic Points, and there will be no chance of miscasting, even if the character is not normally able to use spells.

Blessings obtained by prayer at shrines and temples will normally last for no more than 24 hours. These are different from blessings obtained as a result of a roll on the *Cleric Advance Table* (see *Priest Careers*), which are permanent, *except* for spells, which may still only be used once - they may, however, be used days or even months after they have been granted.

•ORACLES AND OTHER MARVELS•

Apart from the ability to grant blessings, temples and shrines can assume any power that the GM cares to give them. They can play a great part in an adventure. Here are some ideas; you will no doubt be able to think of many more.

Quest: The character is presented with an unexpected manifestation of the deity, or an agent of the deity, and is told to undertake a perilous quest on the deity's behalf. The character may also receive aid (in the form of a blessing, or in the form of money or some magic item from the temple) and advice. The character has no choice but to undertake the quest; to refuse or to fail will bring down the wrath of the deity upon the character.

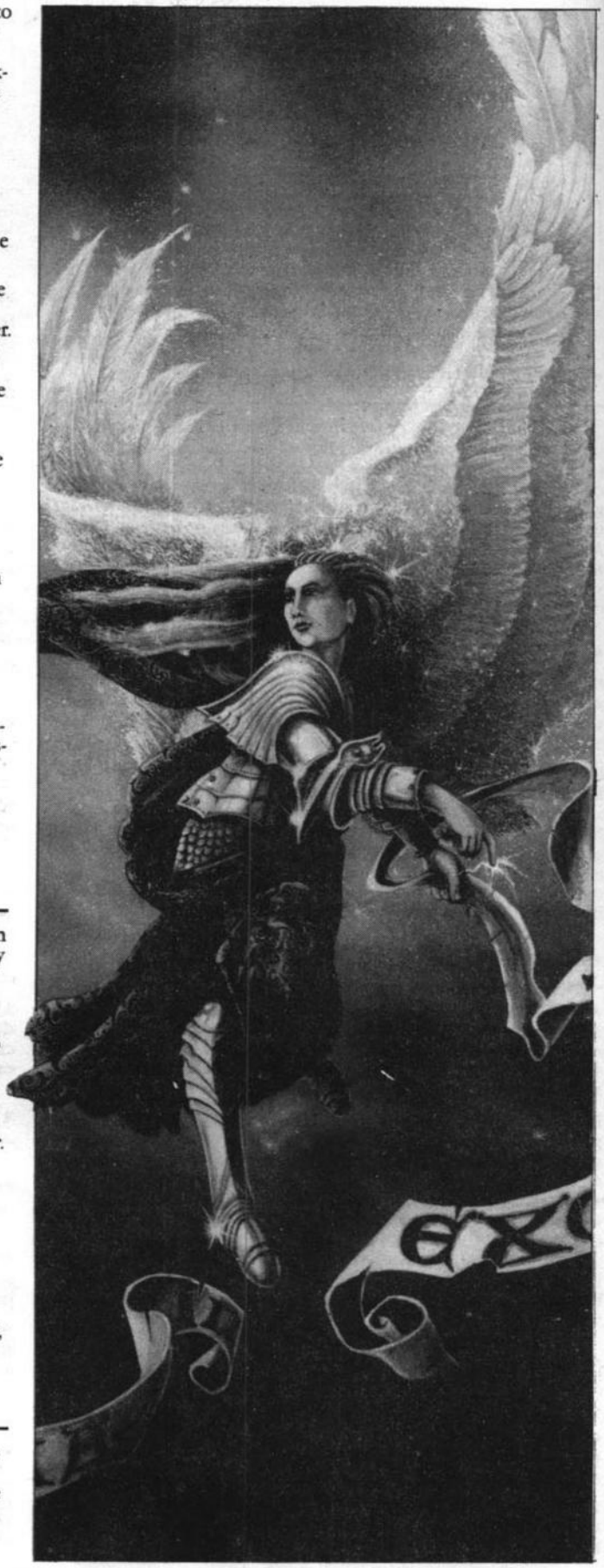
Oracle: A character may receive a vision or portent in answer to a question. Answers may be cryptic, as with the *Divination* skill, or they may be indirect; instructing the character to seek elsewhere, for instance.

Healing: Characters staying in a shrine or temple may be healed miraculously of some injury or disease.

Warning: Characters who pray at the shrine or temple may receive a vision of some threat that they might face in the future, or some unknown peril that threatens them now.

•THE WRATH OF THE GODS•

As well as granting blessings to the deserving, the gods may also inflict punishments on those who fail to show them respect, or plot to harm their worshippers. A Cleric who fails to keep to the deity's strictures, or otherwise brings the faith into disrepute will also be punished, as will characters who steal from the deity's temples or harm the deity's priests.



Divine punishments have varying stages, according to the enormity of the crime and the position of the errant character.

First, if the characters are Clerics of the deity in question, they will suddenly stop recovering Magic Points, or become unable to use certain spells. If they pray for guidance, the deity might send a dream pointing out the fault.

Next, the characters will find that things go wrong more often than usual. This is essentially the reverse of a *blessing* - the characters will suffer a -10% modifier to one test, or lose the use of one skill each day, until they have made peace with the offended deity. The GM should select an effect in the same way as for a blessing.

If they continue to offend, the penalties may be increased, and if this has no effect (in which case the characters have effectively given notice that they are prepared to defy the gods), the deity may decide on sterner measures. These are left up to the GM, but examples might be marking characters as outcasts in some way (by inflicting some hideous physical mutation on them, for example, like a mark which which will make normal people shun the character, almost as if the word 'HERETIC' had appeared tattooed across their faces), striking them blind, causing madness, and so on. Actual physical visitations from the deity or an attendant demon should only be used as a last resort, and only in extreme cases.

Deities offended by those who are not their followers are known to approach the character's patron god to act on their behalf; for example, if a follower of Taal offends Verena, Verena may ask Taal to punish the character. In such cases, the GM must weigh up the extent of the crime, the attitude of the character's patron god and the relationship between the two deities involved, before deciding on any action. Obviously, if the two deities are hostile to one another, the offender will probably be protected from the wrath of the slighted deity. Thus, although the worship of some deities has been outlawed in some parts of the Old World, and their followers are persecuted, the outlawed deities are prevented from taking action by the prevailing deities of the area.

•THE VENERATION OF CHAOS GODS•

The worship of the Chaos Gods is regarded with horror by most decent and civilised folk. This has tended to result in the foundation of secret temples and the use of makeshift sites such as forest clearings and ruins. Temples are never openly built to Chaos Gods.

Covens and secret temples are rooted out and destroyed by the authorities whenever possible, and worshippers find themselves persecuted or forced into exile. Many disappear into the woods, where they join the ever-growing number of wandering followers of Chaos.

•THE VENERATION OF OTHER OUTLAWED GODS•

The Chaos Gods are not the only deities to be outlawed in various parts of the Old World; many other cults are prohibited or suppressed in certain areas. This is usually for good reasons, such as anti-social cult practices (eg, Human sacrifice, violence against unbelievers, antagonism to the establishment, etc). Some cults are generally outlawed, while others are only outlawed in particular places; full details are given in the entry for the relevant deity. Characters who openly venerate an outlawed god can expect official harassment, public antipathy, and possibly even a lynching, although in most areas this will not be as extreme as the reaction to followers of Chaos Gods.

•THE GODS OF THE OLD WORLD•

This section details a few of the major deities of the Old World. Each deity is treated in a standard format, as follows:

Name: The deity's name and sphere of influence is given here. A deity may have more than one name - different names may be used in different places, for example - and where this is the case the most common name is given here, while others are explained in the *Description*.

Description: This section provides basic information about the deity's character and interests.

Alignment: The deity's alignment is given here. Note that the deity's Initiates and Clerics must have this alignment.

Symbol: This section describes and explains any signs or symbols associated with the cult.

Area of Worship: This section details where and by whom the deity is worshipped.

Temples: This section contains descriptions of temples and shrines, and details the organisation of the religion.

Friends and Enemies: This section lists any groups who are likely to be friendly or hostile to the deity's followers.

Holy Days: This section lists the cult's festivals or holy days, and gives brief notes on their significance.

Cult Requirements: This section details any requirements which a character must fulfil in order to become an Initiate or Cleric of the deity.

Strictures: This section lists the strictures which must be kept by Initiates and Clerics following the deity. A character who breaks these strictures will almost certainly offend the deity, and incur some divine retribution (see *The Wrath of the Gods*).

Spell Use: This section lists the spells available to Clerics of the deity. Needless to say, a Cleric *must* be of sufficient level to be able to use any spell. Spells are *not* received automatically, but must be granted by the deity (see *Priest Careers*). If a spell is not listed in this section, it may *never* be used by Clerics of the deity in question, unless it is granted as a result of a *blessing* (qv).

Skills: This section lists the skills which are available to Initiates and Clerics of the deity; these are in addition to those listed in the relevant career entries. These skills must be bought with Experience Points in the normal way.

Trials: This section gives brief notes on the kind of trials which may be set for a character wishing to advance as a Cleric of the deity.

Blessings: This section lists the characteristics, skills, tests and spells which might be affected by a blessing from the deity.

•MANANN God of the Seas•

Description: Manann is the son of Taal, the god of wild places, and Rhya the goddess of nature, and is the deity of the seas and oceans. He controls the tides and the currents, and is as unpredictable and changeable as the sea itself. He is usually portrayed as a huge, powerfully-built man, wearing a spiked crown of black iron and dressed in barbarian clothes in the same way as his father, but he can also take the form of a whirlpool or waterspout, or a huge sea-monster.

Alignment: Neutral.

Symbol: Manann is most commonly represented by an abstract wave design, a symbol he shares with several lesser deities of water. His five-pointed crown is also a common symbol, as is a stylised albatross. His clerics normally wear robes of dark greenish-blue or bluish-grey, sometimes trimmed with a wave pattern in blue on white.

Area of Worship: Manann is worshipped in coastal areas throughout the northern coastal areas of the Old World. He is worshipped chiefly by those who depend on the sea - sailors, fishermen, and the like - and it is customary for characters about to make a sea voyage to make a small sacrifice to him in the hope of a good crossing. He is also worshipped by the Pirates of Sartosa and other places, who see him as a ferocious and warlike deity, quick to attack those who trespass in his watery domain. It is rumoured that he also has some Sea Elf followers, who call him Mathlann, although there is no recorded contact between them and his Human followers.

Temples: Nearly all of Manann's temples are situated in coastal towns, although a few are found in inland ports where seagoing vessels can put in - such as Mousillon and Altdorf. Manann's chief temple is in the docks quarter of Marienburg; it is a huge and well-appointed building, housing the immense wealth offered up by generations of merchants and seamen. Like Taal's, Manann's temples tend to be semi-autonomous, although all are tributary to the one in Marienburg.

Temples to Manann vary widely in form and size. Normally they are spacious halls, capable of holding large congregations for services and celebrations. They normally contain a large statue of Manann, but other details vary considerably, generally following the styles of architecture and decoration prevailing in the place in which they were built.

Shrines to Manann are equally diverse, and can vary from elaborate small buildings to simple statues on street corners or between warehouses.

Friends and Enemies: The cult of Manann is on friendly terms with those of his father Taal, his mother Rhya and his father's brother Ulric. It seldom comes into conflict with the other religions of the Old World.

Holy Days: The major holy day of Manann's religion is the spring equinox, marking the beginning of the season for long voyages. Other festivals are at the turn of the spring and neap tides.

Cult Requirements: Followers of Manann may come from any background; there are no particular requirements to join the religion.

Strictures: Most of the strictures imposed on followers of Manann are simply formalised versions of common sailors' superstitions. Whistling while aboard ship is forbidden, for example, as is starting a voyage on the thirteenth day of the month or killing an albatross.

Spell Use: Clerics of Manann are able to use all Petty Magic and Elemental Magic spells.

Skills: In addition to the skills normally available to Initiates and Clerics, priests of Manann gain Swim at Initiate level. Clerics of Manann may choose *one* of the following skills at each level: Boat Building, Fish, Navigation, and Sailing.

Trials: Trials set to followers of Manann normally involve making long and/or hazardous journeys, such as crossing the Sea of Claws in winter.

Blessings: Skills favoured by Manann include Astronomy, Boat Building, Fish, Navigation, Orientation, Sailing and Swim. There are no particularly favoured tests, although Risk tests taken while at sea may receive a bonus.

•MORR God of Death•

Description: Mórr is the god of death and the ruler of the underworld. He is normally depicted as a tall man of aristocratic bearing, with a detached, slightly brooding aspect. All dead souls belong to him, and he makes sure that they are guided safely to his dark realm. He is also the god of dreams, since the land of dreams is close to the realm of death, and is capable of weaving great and terrible dreams and illusions.

Alignment: Neutral.

Symbol: The most popular symbols of Mórr are the raven and the portal. His clerics all wear plain black hooded robes, without any symbols or adornment.

Area of Worship: Mórr is worshipped throughout the Old World, and is most popular in the south. He is not an everyday god, but is worshipped mainly by the bereaved, who offer up prayers and sacrifices in the hope that their departed will reach his kingdom safely and prosper there. Few worship him in his aspect as the god of dreams, although those Illusionists who choose not to follow Ranald the Deceiver may take Mórr as their patron.

Temples: Temples to Mórr are always situated in or near places of burial, and are normally only used for funeral services. There is very little contact between the temples, but every ten years a general convocation of the priesthood of Mórr is held at Luccini in Tilea, at which theological problems and matters of doctrine are debated and decided upon.

Temples and shrines to Mórr are normally solidly-built, brooding structures, distinguished by a broad doorway with a heavy lintel-stone - one of the symbols of the god. Despite the fact that they are not frequently used by the mass of the population, the doors to temples of Mórr are always open, like the doors to his kingdom. The temples are bare inside; any furnishings and other accoutrements are provided by those using the temples.

Shrines to Mórr almost always take the form of a gateway, consisting of two plain pillars and a lintel; in some cases, one pillar is of marble and the other of basalt. Followers of Mórr do not usually maintain shrines to him in their homes, since his symbols are generally thought to invite bad luck when displayed outside the context of burial.

Friends and Enemies: The cult of Mórr maintains friendly relations with the other major religions of the Old World, but has no particular friends. Principal enemies are Necromancers, who despoil Mórr's domain with their enchantments, and the forbidden cult of Mórr's brother, Kháine, god of murder. There is occasional bad feeling between those Illusionists who follow Mórr and those who follow Ranald.

Holy Days: The cult of Mórr has no special holy days; the god is only worshipped at funerals and on similar occasions.

Cult Requirements: The cult of Mórr has no specific entry requirements.

Strictures: All Initiates and Clerics of Mórr must abide by the following strictures:

They must oppose Necromancers and the followers of Kháine whenever and wherever they encounter them.

They may never refuse to conduct a funeral service if requested to do so.

They may never enter or disturb a place of burial which has been properly dedicated to the protection of Mórr.

They may never bring Undead into existence unless specifically authorised to do so by Mórr (by the means of an omen, a divination or a dream).

Spell Use: Priests of Mórr may use all Petty Magic spells and all Necromantic Magic spells; as noted above, they require the permission of the god to use spells which bring Undead creatures into existence. There are no Clerics known to follow Mórr in his aspect as the god of dreams.

Skills: Initiates of Mórr receive Divining in addition to the skills normally available to Initiates. Clerics of Mórr may choose *one* of the following skills at each level: Arcane Language - Magick (Necromantic), Identify Undead and Night Vision. Instead of buying one of these skills, a Cleric of Mórr may spend 100 Experience Points to gain a +10% modifier to all Magic tests against Illusion Magic *only*; this bonus may only be purchased once.

Trials: Trials set by Mórr will generally involve punishing those who trespass in his domain, and a character will frequently be ordered to foil the workings of a Necromancer or destroy a nest of Undead. The GM should bear the power of the opposition in mind when setting trials of this kind - a character progressing from level 3 to level 4 should be given more of a challenge than wiping out a few Ghouls, while a lowly Initiate cannot be expected to take on a Liche and survive.

Blessings: Skills favoured by Mórr include Identify Undead, Magical Awareness and Night Vision. Favoured tests include Fear, Terror and all Poison, Disease and other tests made to counter special attack forms of any Undead creature. As well as these blessings, Mórr may occasionally send a dream to a character, giving advice or information, or may allow a dead friend or relative of a character to appear to them in a dream.

•MYRMIDIA Goddess of War•

Description: Myrmidia is the daughter of Verena and Mórr, and is the patron goddess of soldiers and strategists. Where Ulric stands for strength of combat and the fury of battle, Myrmidia stands for the art and science of war. She is commonly portrayed as a tall, well-proportioned, young woman armed and equipped in the style of the soldiers of the southern Old World, and can also take the form of an eagle.

Alignment: Neutral.

Symbol: The symbol of Myrmidia is a spear behind a shield. This design is worn as a pendant by the majority of her followers, who believe it will bring them luck in battle. Her Clerics wear blue cowls over white robes with red edging, with her symbol either sewn onto the left breast or worn as a cloak-clasp.

Area of Worship: Myrmidia is most popular in the southern Old World, especially Tilea and Estalia, although she is worshipped in all parts of the Old World by those Warriors who do not follow Ulric.

Temples: The chief temple to Myrmidia is in the Estalian city of Magritta, which was in the forefront of the Arabian Wars. All Myrmidia's temples in the Old World are subject to this temple, but the last time it used its prerogative was when it sent out a rallying-call at the beginning of the wars with Araby. There is a temple to Myrmidia in the citadel of most cities of any size throughout Estalia and Tilea, and they are also found in the southern parts of Bretonnia and The Empire, as well as in other places where southern mercenaries are commonly employed.

Temples to Myrmidia tend to follow the architectural styles of Tilea and Estalia, with elaborately domed and spired roofs covering square or rectangular halls. The exteriors of the temples are often covered with shallow reliefs of outsize weapons and shields, seemingly hung on the outside of the building. Shrines may take the form of miniature temples, statues of the goddess or free-standing sculptures of stacked weapons, shields and armour.

Friends and Enemies: The cult of Myrmidia is friendly with those of her parents, Verena, the goddess of wisdom, and Mórr, the god of death, as well as that of her sister Shallya, the goddess of healing. There is antipathy between the followers of Myrmidia and those of Ulric - the followers of Myrmidia regard Ulric as a barbarous deity, while those of Ulric regard the worship of Myrmidia as unfitting for true warriors. This antipathy seldom breaks out into open hostility, however, since the followers of both deities generally attempt to outdo each other on the battlefield rather than fighting amongst themselves. Followers of Myrmidia are openly hostile to the followers of Ranald.

Holy Days: There are no fixed holy days sacred to Myrmidia, although it is common for her followers to worship and make sacrifices at the beginning and end of campaigns and before and after a battle.

Cult Requirements: Initiates and Clerics of Myrmidia must have followed at least one military career, and will continue to serve while they are Initiates.

Strictures: Initiates and Clerics of Myrmidia must abide by the following strictures:

> Never kill an enemy who has surrendered.
>
> Never question an order given by a military superior, unless following it would lead to the breaking of the first stricture.

Spell Use: Clerics of Myrmidia may use any Petty Magic or Battle Magic spells.

Skills: Initiates and Clerics of Myrmidia can select *one* of the following skills whenever they advance a level. The choice is up to the character, and the normal price of 100 Experience Points must be paid. The available skills are: Disarm, Dodge Blow, Specialist Weapon (player's choice), Strike Mighty Blow, Strike to Injure or Strike to Stun.

Trials: Trials set by Myrmidia are always of a military nature. They might include defeating an enemy champion in single combat, or training a group of peasants and leading them in defence of their village.

Blessings: Skills favoured by Myrmidia are those listed above. Favoured tests are Fear and Terror. A blessing from Myrmidia might also take the form of an increase to Weapon Skill.

•RANALD God of Thieves and Tricksters•

Description: Ranald is the Trickster god, a patron of rogues and gamblers. He is generally portrayed as a Human male, a charming rogue who is an incomparable thief and con man, but can also take the form of a crow, magpie or black cat. He is a roguish trickster rather than being evil or malicious, and is ruled largely by his irrepressible sense of humour. It is said that his interest in larceny stems from his joy in the discomfiture of pompous and self-important merchants, rather than from avarice. Ranald abhors violence of all kinds, and would never condone violent crime, murder or torture. The perfect crime in his eyes is the crime which leaves no trace, and which is only discovered weeks or months later.

Ranald has four aspects: Ranald the Night Prowler, the patron of Thieves and other Rogues; Ranald the Deceiver, the patron of Tricksters, Charlatans and, by implication, Illusionists; Ranald the Gamester, the patron of gambling and luck, and

Ranald the Protector, who protects his worshippers from official interference, oppression and tyranny.

Alignment: Neutral.

Symbol: Ranald is represented by the sign of the crossed index and second finger. Making the sign is a sort of silent invocation or prayer, and is supposed to bring luck.

For obvious reasons, clerics of Ranald do not wear any distinctive forms of clothing or holy symbols, although some followers may have a repeating 'X' design worked into their clothes. This will always be hidden in some other design and difficult to spot - an Observe test will be necessary to spot it, with followers of Ranald gaining a +10% modifier.

A metal pendant with an ornate 'X' design is a common good luck charm in the Old World, and is even worn by people who do not follow Ranald. This does not normally invite suspicion except where official suppression of Ranald's worship has assumed the proportions of a witch-hunt. In any case, these charms are seldom worn openly; it is generally believed that the effect of the charm is lessened if it is openly displayed.

Area of Worship: Ranald is worshipped throughout the Old World, generally in larger towns and cities. His worshippers are normally Rogues, Gamblers and the lower classes.

Temples: Ranald has no formal temple organisation. Small shrines to Ranald the Night Prowler are located in a number of Thieves' Guilds. There are small public shrines to Ranald the Protector in the lower-class areas of many cities, tended either by the populace at large or by small, loosely-organised 'shrine clubs', which operate as social as well as religious bodies. There will normally be no more than one shrine per city ward, generally located in a back street or other out-of-the-way location. Illusionists frequently maintain shrines to Ranald the Deceiver in some private part of their home, and small shrines to Ranald the Gamester are often found in gambling houses.

Shrines to Ranald are never elaborate, and are constructed so that they can be taken apart and concealed quickly. They usually take the form of a simple bench with a cover decorated with an 'X' symbol.

Friends and Enemies: There are two basic sets of enemies - the authorities, who frequently proscribe the worship of Ranald, and violent Rogues, such as Footpads and Cut-throats, who give Rogues a bad name and tend to attract unwelcome 'heat' to an area in which they have been active. Friends tend to be all kinds of non-violent Rogues, including Entertainers of all kinds.

Holy Days: Ranald has no formal holy days - any day is as good as any other for the activities in which he is interested.

Cult Requirements: Characters must have completed one Rogue career before becoming an Initiate, and they will continue to depend on this career for sustenance. Before progressing to level 1 Cleric, characters must enter and complete another Rogue career from the Career Exits list of the previous Rogue career. After completing the level 1 Cleric career, the character must enter and complete another Rogue career, and so on. Thus, a typical career path might be Pickpocket - Initiate - Burglar - Cleric 1 - Clipper - Cleric 2 - Counterfeiter - Cleric 3 - Fence - Cleric 4.

In this way, characters' relationships with Ranald improve in line with their larcenous skills.

Strictures: Initiates of Ranald must pay a tithe of 10% of all income from thieving and gambling to Ranald's shrines, with a minimum of 10 Crowns per month.

Informing to the authorities is strictly prohibited; it is the most heinous sin of all in Ranald's eyes.

The use of violence is prohibited, except as a last resort in self-defence. Ranald is opposed to mugging and murder - these are the sorts of crimes that get thieves a bad name.

Metal armour is prohibited, and a dagger is the only permitted weapon.

At higher levels, the tithe is increased by 5% per level, and the minimum is increased by 5 Crowns per level. Additionally, all thefts and gambling sessions must result in a profit of 5 Crowns per level - characters who fail to meet this stricture must undergo a Trial (see below).

Spell Use: Clerics of Ranald may use the following Petty Magic spells: Marshlight, Open, Remove Curse, Sounds, Zone of Invisibility, and Zone of Silence. In addition, all Illusion Magic spells may be used at appropriate levels.

There are two special spells which are only available to Clerics of Ranald: Evade Magic Alarm and Pick Magic Lock.

Evade Magic Alarm

Spell Level:	1
Magic Points:	3
Range:	1 yard
Duration:	See below
Ingredients:	None
Saving Throw:	Not applicable

This spell can be cast on any area upon which a Magic Alarm spell has been placed. It causes the Magic Alarm to become inactive for a number of game turns (minutes) equal to the caster's Will Power.

Pick Magic Lock

Spell Level:	1
Magic Points:	4
Range:	1 yard
Duration:	See below
Ingredients:	None
Saving Throw:	Not applicable

This spell can be cast on any lock or bolt upon which a Magic Lock spell has been

cast. It causes the spell to become inactive for a number of game turns (minutes) equal to the caster's Will Power, during which time the lock may be picked as normal.

Skills: Followers of Ranald do not gain access to any special skills other than those which are available to them as a part of their Cleric and Rogue careers.

Trials: The precise nature of a trial set for a follower of Ranald will vary according to the aspect of the god worshipped by the individual in question.

Trials set by Ranald the Night Prowler mainly involve theft: a character might be ordered to steal something famous and well-guarded - perhaps even to steal it and then put it back, all without being noticed. Another typical trial is to break into the headquarters of the town watch and leave some token there.

Trials set by Ranald the Protector involve thwarting officialdom: for example, setting up an obstreperous or incorruptible watch captain, or kidnapping an official and spiriting him into a cell in the town jail.

Trials set by Ranald the Deceiver will involve tricking someone, generally a merchant or an official. It might not be necessary to gain any profit - the deception itself is the important thing. If someone in authority can be made to look foolish, so much the better, but it is important that the deception should not be penetrated until the character involved decides to let it drop.

Trials set by Ranald the Gamester will always involve gambling or taking chances of some kind - taking on a rigged game in a gambling house and coming out ahead, for example.

Blessings: Skills favoured by Ranald include Fleet Footed, Lightning Reflexes, and Luck, while favoured tests are Bluff, Bribe, Gamble, Hide, Pick Lock, Pick Pocket and Search.

•SHALLYA Goddess of Healing and Mercy•

Description: Shallya is the daughter of Verena and Mórr, and is the goddess of healing, mercy and compassion. She is normally portrayed as a young and beautiful maiden, whose eyes are perpetually welling with tears, but she can also take the form of a white dove.

Alignment: Good.

Symbol: Shallya is normally symbolised by a dove or by a heart and a drop of blood. Her priests, most of whom are female, wear white robes, often hooded, with a heart symbol embroidered in gold thread on the left breast.

Area of Worship: Shallya is worshipped throughout the Old World by people from all walks of life. She is particularly popular as a patron deity of women, as it is believed that she protects against miscarriages and eases the pain of childbirth.

Temples: The most famous temple to Shallya is at Couronne, built over one of the springs for which the city is renowned. It is a popular destination for pilgrims, especially among the seriously ill. There is a temple or shrine to Shallya in every city, town and village in the Old World; each is theoretically tributary to the nearest temple, while these in turn are tributary to the chief temples in the national capitals. The chief priests and priestesses from the capitals of each nation, together with the chief priestess from Couronne, form a council which is the supreme authority in the cult of Shallya.

Temples to Shallya normally consist of a courtyard, with a long, hall-shaped temple on one side, a row of two or three chapels on the other and an infirmary at the far end. Shrines are simple, small, rectangular huts, generally stone-built, with a low relief of Shallya's heart design over the doorway.

Friends and Enemies: The Cult of Shallya is on friendly terms with most other religions of the Old World, although it is not closely allied with the warlike cult of Ulric. There is occasional friction between the cult of Shallya and that of Ranald, who - according to myth - gained divine status by tricking Shallya into giving him the gift of immortality. The cult of Shallya is a peaceful one, and does not take active steps against enemy cults, although it will seek to thwart the followers of Nurgle (see *The Gods of Chaos)* wherever they may be found.

Holy Days: There are no specific holy days, although it is customary for Old Worlders to make a sacrifice to Shallya each year on the anniversary of their birth.

Cult Requirements: No character who has ever taken a Human life, even accidentally, may become an Initiate of Shallya.

Strictures: All Initiates and Clerics of Shallya must abide by the following strictures:

Never take a Human life, even in self-defence. This stricture is lifted in the case of followers of Nurgle.

Never take the life of an intelligent being, except in self-defence;

Never refuse healing to one who is genuinely in need, and who comes as a supplicant.

Priests of Shallya may never wear any kind of armour, nor use shields, nor carry any kind of weapon except for a staff.

Spell Use: Clerics of Shallya may use the following spells: Cure Light Wound and Cure Severe Wound, and all Aura spells. They may also use the specialist spells Cure Poison, Treat Illness, Cure Insanity and Heal Injury.

Cure Poison

Spell Level:	1
Magic Points:	4
Range:	Touch
Duration:	Permanent
Ingredients:	None
Saving Throw:	None

This spell may be cast upon any one character by touch. The spell takes effect immediately, negating the effect of one *dose* of any poison (see *Poisons*).

Treat Illness

Spell Level:	2
Magic Points:	4
Range:	Touch
Duration:	Permanent
Ingredients:	None
Saving Throw:	None

This spell may be cast upon any one character by touch. If the spell is cast successfully, the recipient makes a Disease test with a bonus equal to the Will Power of the caster. If this test is successful, the disease breaks, and recovery time, if any is required, begins immediately (see *Disease*).

Cure Insanity

Spell Level:	3
Magic Points:	6
Range:	Touch
Duration:	Permanent
Ingredients:	None
Saving Throw:	None

This spell may be cast upon any one character by touch. The recipient of the spell *must* make a Magic test; if this is successful, the spell has no effect. If the test is unsuccessful, the spell takes effect, and the recipient may make a Cool test, with a bonus equal to the spellcaster's Will Power. If the test is successful, one *disorder* is immediately removed (see *Insanity*).

Heal Injury

Spell Level:	3
Magic Points:	8
Range:	Touch
Duration:	Permanent
Ingredients:	None
Saving Throw:	None

This spell may be cast on any one character by touch. The recipient makes an immediate Toughness test, with a bonus equal to the caster's Will Power. If the test is successful, *one* body location which has been *incapacitated* as a result of a critical hit is restored to full health (see the **Combat Section** - *Critical Effects* and *Medical Attention*). Note that this spell will not replace severed limbs.

Skills: In addition to the normal range of skills available to Initiates and Clerics, followers of Shallya automatically gain *Cure Disease* at the Initiate stage. Clerics of Shallya may choose *one* of the following skills at each level: Heal Wounds, Herb Lore, Immunity to Disease, or Surgery. These skills must be bought with Experience Points in the usual way.

Trials: Trials set to a follower of Shallya always involve tending the sick. A typical trial might send the character to a town or village which has been struck by the Black Plague, to tend the population until it has passed.

Blessings: Shallya favours the skills listed above, as well as the Disease and Poison tests.

•TAAL God of Nature and Wild Places•

Description: Taal is the god of nature, governing the natural forces beyond Human control. He is the power behind the wind and rain, and the force which drives waterfalls and rapids, avalanches and landslides. He is lord of the beasts and master of the forests and mountains. All the wild areas of the Old World come under his control, and he expects those who venture into his domain to show him proper respect. Taal is normally portrayed as a powerfully-built man with long, wild hair, dressed in animal skins and wearing the skull of a great stag as a helmet, but it is said that he can also take the form of a great bison or bear.

Alignment: Neutral.

Symbol: Taal's symbol in his aspect as Lord of the Beasts is a stag skull or a stylised human head with antlers. In his aspect as a weather god, his symbol is a stone axe, with which he is said to cause thunder, lightning and avalanches by striking the mountaintops. His clerics generally wear robes of grey, dark brown and drab green - the colours of nature - decorated with one or more of his symbols.

Area of Worship: Taal is worshipped mainly in the north and east of the Old World, especially in The Empire. Most of Taal's followers are Rangers and others who depend on the natural world, such as farmers, hunters and trappers. Some Elementalists also follow Taal, although their beliefs stress the importance of living in harmony with nature, rather than trying to control it magically.

Temples: The bulk of Taal's temples are in, or on the fringes of, wild and untamed places, and there is no acknowledged centre of worship. Each temple is more or less self-reliant, and they do not generally have much contact with each other.

Temples to Taal are generally circular, built of rough, unmortared stone with conical roofs. The oldest temples, which are found in the north of The Empire, have timber-framed roofs covered with thatch or turf. There is a circular, central hearth, but the temples are otherwise empty; there are no statues, altars, seats or other furnishings. The hearth is built up from the floor in two or three courses of drystone walling, and is sometimes faced with bison or bear skulls.

Shrines to Taal take several forms, from miniature versions of the temples, to sacred groves like those venerated in the Old Faith (see below). Many groves sacred to Taal are marked by the skull of a stag, bison or bear hung in the oldest tree. Mountain shrines often take the form of a cairn topped by the skull of such a creature, and it is customary for all passers-by to add a stone to the cairn as a sign of respect.

Friends and Enemies: Taal's cult is on friendly terms with those of his brother Ulric and his son Manann, and is neutrally disposed to most other cults in the Old World. Taal's followers are friendly with Druids and other followers of the Old Faith, who venerate Taal's wife Rhya. Taal is a Human deity, and there is some antipathy between his followers and Elves, but his deepest hatred is reserved for the Chaos Gods, who have been responsible for the destruction of vast areas of wild countryside. Relations between followers of Taal and Elementalists who do not worship him are sometimes strained, since Elementalists use magic to control the elements rather than attempting to live in harmony with them.

Holy Days: The main holy day of Taal's religion is the spring equinox, which marks the rebirth of nature after the winter. The holy days of Ulric (see below) are also kept as minor festivals by the followers of Taal.

Cult Requirements: Followers of Taal may come from any non-urban background; he is particularly popular among Rangers.

Strictures: All Initiates and Clerics of Taal must abide by the following strictures:

> Never harm an animal except in self-defence, for food or for sacrifice.
>
> A sacrifice, of an animal caught by the offering character, must be made to Taal once per month, at the dark of the moon.
>
> All priests must spend seven days and seven nights each year, starting from the winter solstice, living alone in a wild place, such as a forest or mountain area, communing with nature and living on what they catch.
>
> Clerics may not wear metal armour, but may use shields and any kind of weapon except firearms and explosives.

Spell Use: Clerics of Taal can use all Petty Magic and Elemental Magic spells, as well as the following:

Wind Blast	level 1 Battle Magic
Lightning Bolt	level 2 Battle Magic
Mystic Mist	level 2 Battle Magic
Illusion of Woods	level 2 Illusion Magic

As always, a Cleric must have attained a sufficiently high level to use each spell.

Skills: Taal's Initiates receive Charm Animal in addition to the normal range of skills. Clerics of Taal may exchange 100 Experience Points for *one* roll on the *Ranger Skill Chart* during the Initiate career, and at each level of the Cleric career. If the character already possesses the skill indicated, the player may roll again until a new skill is indicated.

Trials: Trials set by Taal are normally to do with the natural environment and the elements, challenging his followers to survive in harmony with them. They might be ordered to spend seven days and nights in a forest or mountainous area, or to hunt a powerful animal such as a bear or a bison, using only the equipment provided by nature. Other trials include clearing an area of despoiling Goblins or other monsters, using skill in stealth, woodcraft, setting traps and so on. Some of the trials described in the section on *The Old Faith* might also be used, because of Taal's relationship with Rhya.

Blessings: Taal's blessings include Acute Hearing, Charm Animal, Concealment Rural, Dowsing, Excellent Vision, Fish, Follow Trail, Game Hunting, Herb Lore, Orientation, River Lore, Set Trap, Silent Move Rural, Spot Traps and Swim skills. Favoured tests are Hide, Listen, Observe, and Sneak. A blessing is most likely to take the form of a skill or an enhanced effect to a skill already possessed by the blessed character.

•ULRIC God of Battle, Wolves and Winter•

Description: Ulric is the god of battle and destruction, the patron of wolves and the spirit of winter. He is portrayed as a massive warrior, armoured in the style of the barbarians who inhabited The Empire several centuries ago, and wearing a silver-grey wolf-skin cloak. He can also take the form of a huge silver-grey wolf. Ulric is a distant, harsh and unforgiving god, who expects his followers to stand on their own two feet, putting their faith in martial prowess. He despises weakness, cowardice and trickery, and expects his followers to always take the direct approach to solving a problem.

Alignment: Neutral.

Symbol: The symbol of Ulric is the wolf; wolf-head medallions are worn by many of his followers, and the design is also used as decoration on weapons and armour. Some followers of Ulric wear wolf-skins as cloaks. Clerics wear black robes with white wolf-head emblems on the breast and trimmed with wolf-skin.

Area of Worship: Ulric is mainly venerated in the north of The Empire, but his cult is also found in other parts of the Old World, especially among warriors.

Temples: The main temple of Ulric is in Middenheim, though temples are also found throughout the northern and eastern Empire. There are smaller chapels and shrines to Ulric elsewhere in the Old World, in barracks and fortresses, but it is only in The Empire that Ulric's religion is formally organised. Temples in towns and cities of The Empire occasionally send tribute to Middenheim, and all followers of Ulric are expected to make a pilgrimage there at least once in their lives.

Temples to Ulric are normally square, with a central dome and decorative battlements around the roof. They are always strongly built of stone, normally without any exterior decoration, with the exception of a wolf's-head relief over the doorway. This is usually set in a shallow porch, supported by two plain stone pillars. The interior is lit by a series of small apertures in the dome, and by a fire which burns continually in a circular hearth. Behind the fire, against the rear wall, is a statue of Ulric, usually seated and sometimes flanked by a pair of wolves. These statues are normally at least life-size and made of stone, but in older temples they may be of painted wood. Benches are set along the walls, and weapon racks are set either side of the doorway. The priests' quarters and other rooms are situated behind the temple itself, and are reached through a door in the back wall.

The temple to Ulric in Middenheim is a vast castle. The keep is the main temple, capable of holding up to a thousand worshippers at a time, and there are many lesser temples and private chapels running off from it. The priests' accommodation and other functional rooms are on the upper floors, while the outer bailey of the castle is given over to accommodation and training facilities for pilgrims and visiting priests.

Shrines to Ulric tend to be smaller versions of the temples, with a small statue of the god behind a lamp or small hearth, which is tended by the shrine's attendants or by passers-by.

Friends and Enemies: The followers of Ulric tend to be dour and self-contained, and have no close associations with other cults; by and large, they leave alone and are left alone. They do have friendly relations with some Druids, particularly those whose patron spirit is the wolf. With Ulric's accent on strength, directness and martial prowess, there is often friction between his followers and those of Ranald, who are considered cowardly and underhand; this seldom develops into open hostility, although Ulric's temples have been known to take an active role in the persecution of Ranald's cult in areas where it has been proscribed.

Holy Days: Ulric has three main holy days: the autumn equinox, the winter solstice and the spring equinox, marking the beginning, middle and end of winter respectively. The spring equinox was formerly the major festival, marking the beginning of the campaigning season, but is now on a par with the other two. It is also customary for a ruler or general to declare a holy day in Ulric's honour at the start of a campaign or military exercise, and at the foundation of a new fort or castle. Holy days are generally spent holding military parades and displays, with huge bonfires and feasting into the night.

Cult Requirements: Followers of Ulric must follow military careers, or at least careers which involve fighting. Characters must have completed at least one Warrior career before becoming Initiates. Initiates and Clerics of Ulric must continue to earn a living in military pursuits until the cult sees fit to attach them to a particular temple.

Strictures: All Initiates and Clerics of Ulric must abide by the following strictures:

> Never refuse or question an order from a superior authority, except where to obey would lead to another stricture being broken.
>
> Never refuse a direct challenge to combat or to any other kind of contest.
>
> Never resort to lying, cheating or any other kind of trickery. This does not include attacking from ambush or using camouflage.
>
> Wolf-skin may only be used on clothing by characters who have killed the wolf themselves, using only the weapons provided by nature.
>
> Gunpowder weapons, explosives, incendiaries and crossbows are prohibited. All other types of weapons and armour are permitted.
>
> The fires in temples and shrines to Ulric must never be allowed to go out; it is said that if they do so, the next winter will last a full year.

Spell Use: Clerics of Ulric may use any Petty Magic and Battle Magic spells. Cause Frenzy and Cause Hatred may only be cast on willing characters, and even these must still take a Magic test, with a -10% modifier.

Skills: In addition to the normal skills available to Initiates and Clerics, followers of Ulric may acquire one of the following skills at each level. Characters may choose which skills they wish to acquire, paying for them with Experience Points as usual. The skills are: Disarm, Dodge Blow, Fren-

zied Attack, Strike Mighty Blow and Wrestling. Additionally, a character becoming a Cleric of Ulric automatically receives Charm Animal skill (with respect to wolves *only*), without having to spend Experience Points.

Trials: Trials set by Ulric are almost always of a martial nature. A character might be required to kill a monster that is terrorising an area, or to clear out a nest of outlaws. The GM may allow a character to undertake a particularly dangerous or difficult trial with a group of willing associates.

Blessings: Skills favoured by Ulric include Disarm, Dodge Blow, Frenzied Attack, Heal Wounds, Lightning Reflexes, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Very Strong, Wrestling. Favoured tests are Fear, Frenzy (on which the modifier is negative!), Loyalty, Reaction, Strength and Terror. Other blessings might include a temporary increase to Weapon Skill.

•VERENA Goddess of Learning and Justice•

Description: Verena is the goddess of wisdom, reason and justice, and is especially popular among the learned and studious. In her aspect as the goddess of justice she is concerned with fairness, rather than with the letter of the law; she opposes tyranny and oppression as much as crime. Verena is generally portrayed as a tall and classically beautiful woman, dignified and serious of manner, and it is said that she can sometimes take the form of an owl or of a venerable Human sage of either sex.

Alignment: Neutral.

Symbol: Verena's symbol is the owl, a traditional symbol of wisdom. Her followers often wear medallions bearing the design of an owl or an owl's head, and this design is also applied to the clothing of her Initiates and Clerics. Robes are white, the lack of colour indicating the neutrality and lack of bias which is the keynote of her religion.

A pair of scales is also used to symbolise Verena in her aspect as goddess of justice, and is sometimes combined with the owl design. A sword, with the point downwards, is also used as a symbol of Verena, representing the weapon she is said to use to redress injustice in her more martial aspect.

Area of Worship: Verena is worshipped throughout the Old World, especially in the university towns of Altdorf and Nuln, where there are great temples in her honour. She has smaller temples in most towns and cities of any size, generally in the administrative districts, and all academies and places of learning have a chapel or shrine to her. Private shrines are also commonly found in the homes of magistrates, administrators, diplomats and academics, including many magicians.

Temples: The temples of Verena have no rigid hierarchy, but are in constant contact with each other, exchanging news and information. Verena's priests and priestesses are valued as arbitrators and go-betweens because of their reputation for trustworthiness and neutrality, and often act as an unofficial diplomatic service in disputes between rulers and nations; although their role is seldom publicised, they have played a key role in defusing a number of potential wars.

The temples normally have colonnaded facades, with the symbol of the owl in relief over the doorway. They are large halls, lit by many small, narrow windows set high in the walls, and dominated by great stone statues of Verena, who is commonly portrayed seated on a throne with an open book on her lap, an owl perched on her shoulder and a pen and inkwell on the arm of the throne. A number of smaller rooms lead off from the hall, including the priests' quarters and the libraries for which Verena's temples are most famous. Each temple has at least one meeting room, where meetings and negotiations take place under the auspices of the goddess. Priests will gladly attend at such negotiations, and everything said and written in one of these meeting rooms is kept in the strictest confidence.

Shrines to Verena tend to be smaller versions of the temples, consisting of a roof supported on elegant columns, covering a small statue of the goddess. Sometimes the columns are connected by walls, the insides of which are often carved with low reliefs of shelves stacked with books and scrolls.

Friends and Enemies: The cult of Verena is friendly with most of the other major religions of the Old World, but is opposed to extremes and bigotry of any kind. The cult of Ranald the protector is generally tolerated, although Ranald's other aspects are not approved of.

Holy Days: Verena's main festival is on the first day of each year, when her followers pray that the coming year may be blessed with her enlightenment and reason, and free of bigotry and injustice. Minor holy days are observed at the beginning of each month and the beginning of each week.

Cult Requirements: There are no special entry requirements for the cult of Verena; wisdom and reason are open to all who seek them.

Strictures: Followers of Verena must always tell the truth under all circum-

stances, and must never be swayed by fear or favour. They have a duty to pass on any new knowledge that they acquire to the nearest temple of Verena, though they may never divulge information given to them in confidence.

A Cleric of Verena may never refuse to arbitrate a dispute or act as a go-between if requested to do so.

Followers of Verena do not resort to combat unless reason has failed, but they are permitted to wear armour and carry swords if necessary. Followers of Verena have not been known to take up arms since the Incursions of Chaos two centuries ago.

Spell Use: Clerics of Verena may use all Petty Magic and Battle Magic spells *except* those which create illusions or otherwise hide the truth. Prohibited spells are Marshlight, Sounds, and Zone of Silence. In addition to these spells, Clerics of Verena also have access to the level 3 Demonic Magic spell Spread Insanity (which would only be used against someone who had otherwise exhausted the goddess' patience), the level 2 Illusion Magic spell Banish Illusion and the level 4 Illusion Magic spell Destroy Illusion.

Skills: In addition to the skills normally available to them, Initiates and Clerics who follow Verena may choose *one* extra skill at each level, from the following list: any Language skill (including Linguistics and Arcane and Secret Languages), any Lore or Identify skill, History and Law. As always, skills gained must be paid for with Experience Points.

Trials: Trials set by Verena will normally involve the discovery or preservation of knowledge, or the prevention of conflict A character may be sent on a quest for a long-forgotten book of lore, for example, or to resolve some conflict by mediating between the two sides. At Initiate level this may be something like a dispute between two farmers over a piece of land, while at higher levels the conflict might be between cities or nations.

Blessings: Skills favoured by Verena include all knowledge and communication-based skills. Favoured tests are Estimate, Magic, Observe and Understand Language. Other blessings might include temporary increases to Intelligence or Will Power.

•LESSER DEITIES•

The lesser deities of the Old World include minor members of the Old World pantheon, deities whose worship has been outlawed, and patron deities of nations, cities, crafts and the like. Three brief outlines are given here, and more details will appear in future publications.

•KHAINE Lord of Murder•

Description: Kháine is the dread Lord of Murder - the patron of assassins and murderers. It is said that he is jealous of his elder brother, Mórr's rulership over the world of the dead, and that he steals the souls of those murdered and sacrificed in his name, building his own dark realm. He is portrayed as a grotesque, squatting being with a huge, leering, fanged mouth and four arms, each holding a dagger. His cult is outlawed throughout the Old World, and his name is generally only used in curses. There are secret cults of Kháine active deep in the underworlds of many Old World cities, with hidden temples where Human victims are offered up in obscene rituals.

Alignment: Needless to say, Kháine is an evil god, and his followers are all of Evil alignment. As well as assassins, he is also worshipped by some Footpads and Cut-throats, and by all who delight in death and murder.

•RHYA The Mother-Goddess•

Description: Rhya was the Mother-goddess of the Old Faith (see below), but in the popular religion of the Old World her role is much diminished. She is the wife of Taal, and he has taken over most of her attributes as a deity of the earth and the natural world. She is sometimes worshipped in conjunction with Taal, but does not have her own cult or temples.

Alignment: Neutral.

•SIGMAR HELDENHAMMER
Patron Deity of the Empire•

Description: Sigmar was an early king in the area now known as The Empire, who led the alliance of Humans and Dwarfs which finally brought the Goblin Wars to an end. Revered as a hero for centuries, within The Empire he is worshipped as the patron deity of the Imperial Family and of the Empire itself. There is a great temple to him next to the Imperial Palace in Altdorf. The worship of Sigmar is tightly woven in with the politics of The Empire, and his chief priest, the Grand Theogonist, wields great temporal as well as spiritual power.

Alignment: Neutral.

•THE OLD FAITH•

Description: The Old Faith is the religion followed by Druids and Druidic Priests. Its origins are shrouded in the mists of prehistory, and it is considerably older than the present-day Old World pantheon. The Old Faith revolves around nature and natural forces, and it has strong associations with many ancient sites, such as barrows and stone circles, whose significance has long been forgotten by others.

There is no major deity or pantheon ruling the Old Faith. Although its devotees do sometimes talk of a goddess whom they call The Mother, who symbolises the earth and the fertility of nature, they generally concern themselves with the forces of nature on a smaller scale, dealing with the energies which flow within the natural world; the concept of The Mother seems not to be a deity in the conventional sense, but an abstraction of the natural world and the energies used by the Druids.

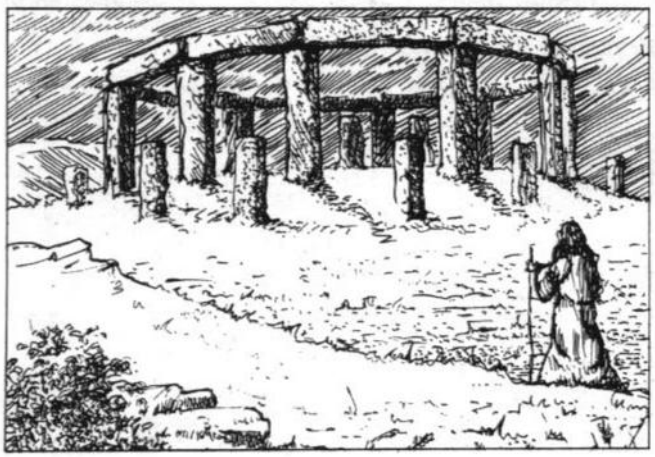
Alignment: Neutral.

Symbol: The Old Faith does not normally use symbols in the same way as the other cults of the Old World, although carvings of circles, spirals and discs are sometimes associated with stone circles and barrows.

Area of Worship: The Old Faith still exists in many parts of the Old World, principally in the north and west. As might be expected, it is strongest in rural areas, where there are large expanses of unspoilt natural landscape. Many Rangers follow the Old Faith, as well as Druids and Druidic Priests.

Temples: The Old Faith is based in the natural world, and does not have formal shrines or temples. Instead, there are *sacred groves* - small clearings in the depths of the forest which serve as places of meeting and worship. To the casual observer, there is nothing special to mark a grove as sacred, but they are instantly recognisable to a Druid or Druidical priest. Elves and Ranger characters can identify a sacred grove on a successful Intelligence test.

It is possible for a follower of the Old Faith to gain blessings from sacred groves in the same way as the followers of other deities receive them from temples and shrines. Further, sacred groves may protect themselves from those who seek to desecrate them by using their magical abilities; any creature affected by these powers must make a Will Power test, or flee from the grove immediately. If a Druid is present, the grove will not attempt to defend itself, as this is the Druid's duty. Druids who fails in this duty lose one *Fate* point, and will not be able to use any spells until atonement has been made and the grove has been re-dedicated.



Stone circles are also sacred sites of the Old Faith; they are relics of the age in which the Old Faith had its origins, and are valuable sources of magical energy to those who know how to tap their power. It is the duty of every Druidic Priest to protect stone circles, and to repair ruined or damaged circles where necessary. A Druid who stands idly by while a stone circle is destroyed invites retribution of the type described above for sacred groves.

Friends and Enemies: Most of the other cults tolerate the Old Faith, as secretly they are slightly in awe of the powers of the Druids and the forces of nature for which they stand. Relations are perhaps best with the cult of Taal, since he is the husband of Rhya, who is a form of The Mother.

Holy Days: The main holy days of the Old Faith are the summer and winter solstices and the spring and autumn equinoxes, which mark the turning of the seasons. Lesser holy days are associated with the full and new moons.

Cult Requirements: Druids must be Human, but there are no other restrictions on entry to this career.

Familiars: Characters who are successful in progressing to level 1 Druidic Priest are granted a vision in which a spirit-animal comes to them; players should roll once on the *Familiar Table* below to discover the familiar's species. This animal becomes the character's familiar and totem, and follows the Druid everywhere. The familiar confers certain advantages to seal the pact between them, and in return the Druid is required to keep certain strictures, in addition to the more general strictures of a Druidic Priest.

The familiar is visible only to the Druid to whom it is attached, although characters with the Magical Awareness skill will be able to detect it as a vague outline. The familiar appears as a white or light-grey individual of the species it represents, with eyes that glow a deep amber colour. Being a spirit, it occupies no space in the material world, and can affect nothing in it. By the same token, it can pass through walls and other physical obstructions, and can only be harmed by magic, and it has the normal characteristic scores for its species (see the **Bestiary**), except for Intelligence, which is 89. A Druid whose familiar is killed for any reason loses 1D6 Wounds, 1 Toughness and 1 Fate point *permanently*, and must begin a randomly-determined Ranger basic career immediately. The character may never again become a Druid.

Familiars should be treated as NPCs, and played by the gamesmaster. Players will doubtless think of many useful tasks that an invisible and practically invulnerable spirit familiar can perform, especially in the scouting line, but it should be noted that the familiar will never go more than 5 yards away from its Druid. Also, the GM should endeavour to play the familiar as a personality and not let it be taken for granted. A rabbit familiar, for example, might be too timid to go on ahead alone, an otter might refuse to take scouting details seriously, while a cat will almost certainly refuse to be made a convenience of in any way at all.

Familiar Table

D100	Familiar	Skills
01-05	Bat	Night Vision, Acute Hearing
06-10	Bear	Strike Mighty Blow, Very Strong
11-20	Bison	Very Resilient, Very Strong
21-25	Boar	Frenzied Attack, Very Resilient
26-30	Cat	Silent Move Rural, Lightning Reflexes
31-35	Eagle	Excellent Vision, Animal Training (Hawk)
36-40	Elk	Fleet Footed, Acute Hearing
41-45	Fox	Wit, Spot Trap
46-50	Frog	Swim, Acrobatics
51-55	Horse	Fleet Footed, Ride - Horse
56-60	Otter	Swim, Dodge Blow
61-65	Owl	Night Vision, Silent Move Rural
66-70	Rabbit	Flee!, Dodge Blow
71-75	Rat	Immunity to Disease, Frenzied Attack
76-80	Raven	Excellent Vision, Divining
81-85	Squirrel	Scale Sheer Surface, Acrobatics
86-90	Stoat	Hypnotise, Game Hunting
91-95	Viper	Immunity to Poison, Hypnotise
96-00	Wolf	Follow Trail, Game Hunting

In addition to these skills, the Druid is assured of a friendly, or at least neutral, reaction from all encountered animals of the familiar's species.

Strictures: All Druids adhere to the following strictures:

> Never harm an animal except in self-defence or for food.
>
> Never tamper with a stone circle, standing stone, or barrow, and prevent others from doing so whenever possible.

All Druids must commune with nature at least four times a year, at the spring and autumn equinoxes and the summer and winter solstices, spending 24 hours alone in natural surroundings corresponding to the **special time/place** for their familiar type, as shown on the table below. Druidic Priests must commune in this manner for 24 hours every full moon.

Druids must adhere to the following stricture in return for the advantages conferred by their familiars:

> Never kill or injure, nor allow to be killed or injured, an animal of the familiar's species, even in self-defence.

Also, there are things that the Druid may or may not eat, according to the familiar's species. If the familiar is a herbivore (ie, bison, elk, horse, rabbit, squirrel) the Druid must follow a strict vegetarian diet, with no meat or animal products. If the familiar is a predator (ie, bat, cat, eagle, frog, owl, stoat, viper) the Druid may only eat meat, and only the meat of animals which the Druid has killed personally; if the familiar is a fish-eater (ie, otter, seal), the Druid may only eat fish, but need not always catch it personally. If the familiar is a scavenger or omnivore (ie, bear, boar, fox, rat, raven, wolf), the Druid has no special dietary restrictions.

Finally, there are more specific strictures, which depend on the familiar type. These are shown in the following table:

Animal	Armour	Shield	Weapons	Times/Places
Bat	Leather	No	2-h, firearms	night
Bear	Any	Yes	missile	forest, cave
Bison	Any	Yes	missile	forest
Boar	Any	Yes	none	forest
Cat	None	No	blunt, 2-h	forest or mountain
Eagle	None	No	blunt	mountain
Elk	Leather	Yes	sharp, missile	forest, open
Fox	None	No	blunt,2-h	any
Frog	None	No	2-h, firearms	water
Horse	Leather	Yes	sharp, missile	open
Otter	None	No	2-h, firearms	water
Owl	None	No	blunt	night
Rabbit	None	No	2-h, firearms	night, underground
Rat	Leather	Yes	2-h	night, underground, town
Raven	None	No	blunt	forest, battlefield
Squirrel	None	No	2-h	forest
Stoat	Leather	Yes	2-h	forest, underground
Viper	Leather	No	2-h	not town
Wolf	Leather	Yes	blunt, missile	not town

The **Armour** column shows the type of armour the character is permitted to wear.

The **Shield** column shows whether or not the character is permitted to carry a shield.

The **Weapons** column shows types of weapons that the character is *not* allowed to use; *2-h* stands for two-handed weapons.

The **Times/Places** column shows times and places that are special to the Druid. The Druid can only regain Magic Points by conducting a ten-minute ritual in such a place or at such a time; Magic Points are then regained at the rate of 10% per hour after the ritual.

Spell Use: Druids use spells in the same way as Clerics (see *Priest Careers*). A Druid can use a blend of Petty Magic, Battle Magic, Elemental Magic and specialist Druidical Magic; no more than one spell of each level available to the Druid may be drawn from Elemental and Battle Magic, but Druids can use Petty Magic with no restrictions.

Skills: In addition to the skills listed for Druids and Druidic Priests, characters will gain certain special skills from their familiars, as shown on the table above. The first skill is gained when the character attains level 1, and the second at level 2; in both cases the skills are free, and no Experience Points need be expended to gain them.

Trials: It may be necessary for a Druid to undertake a trial before advancing to the career of Druidic Priest. If so, the familiar type will already have been decided, although the character will not be aware of it. The GM should roll secretly on the *Familiar Table*, noting the character's familiar type for future reference, and set the character a trial accordingly. The character does not actually receive the familiar, nor any of the associated benefits, until the trial is completed.

General Druidical trials might include finding and restoring (or arranging for the re-dedication of) a sacred grove or stone circle which has fallen into disuse, been ruined or overrun by monsters. A Druid with a bat familiar might be required to clear a rockfall or a monster from a cave that used to be a breeding roost, while a Druid with a frog or otter familiar might have to find and unblock a dried-up spring in a wild and inaccessible place, or free a water-course which has been dammed up by a mud slide or rockfall.

Blessings: Standard blessings might include one roll on the *Ranger Skill Chart*, or the one-shot use of a Druidical Magic spell of the highest level that the character is normally able to use, with no Magic Point cost. Also, a Druid might gain the ability to shapechange into the form of the familiar's species, and to speak to animals of that species, at will and without any Magic Point cost, or some ability that is normally associated with the animal, such as flight, night vision etc.

Special Rules: Barrows are the burial-mounds of the Druids' distant ancestors, and it is forbidden for a Druid to break into one or to permit others to do so. No Druidical Magic will function inside a barrow, and a Druid who disturbs the rest of a barrow's occupants will instantly lose *all* Druidical spells and abilities, one Fate Point and D6 Wounds *permanently* and must begin a randomly-determined Ranger career, never again to become a Druid.

Occasionally, the occupant of a barrow may not have gone to rest properly, and may manifest itself as a Wight (see the **Bestiary** - *Ethereal Undead*); in such a case, a Druid or Druidical priest may be able to lay the troubled spirit to rest permanently. Both Druid and Wight must make a Will Power test once per round; every time a test is made successfully, the other loses D10 Will Power points. If the Wight can be reduced to zero Will Power, it will be laid to rest and disappears. Druids reduced to zero Will Power become the Wight's mindless slave until it is destroyed. Lost Will Power points are regained at the rate of 10 per hour of undisturbed sleep.

Lycanthropy, the condition that turns a normal Human into a Were Creature (see the **Bestiary** - *Animals and Monsters*), is frequently caused when a Human somehow becomes possessed by

an animal spirit which the Human is unable to control. Druidical priests whose familiar spirit is of the same species as the were-spirit can relieve someone of this curse; they must make a successful Intelligence test *and* a successful Will Power test in order to contact the were-spirit, and must then persuade the were-spirit to stop tormenting its victim, using Fellowship and any useful skills (eg, Charm Animal) just as if they were talking to a normal NPC or animal.

Were-spirits have the same characteristics as the animal type (ie, the same as the Were Creature has while in animal form). If the Druid is successful, the were-spirit is tamed. It is not cast out, but remains with its host in a dormant state. There is a 10% chance that the host will receive each of the skills listed on the *Familiar Table* for the were-spirit's species. If ex-Were Creatures later become Druidical priests, their dormant were-spirit re-awakens, to become their familiar.

•NON-HUMAN DEITIES•

The non-Human races of the Old World have their own mythologies and groups of deities. To detail them all would be a task beyond the scope of this volume, but the principal deities of the Elves, Dwarfs and Halflings are covered here. Further information on non-Human deities will appear in future publications.

•GRUNGNI Dwarven God of Mining•

Description: Grungni is the principal deity of the Dwarven pantheon. In Dwarven legend, he led the Dwarfs away from the increasing perils of the upper world and into the safety of the earth, and became deified as the god of mining and underground places. He is generally portrayed as a male Dwarf clad all in chainmail, with a forked iron-grey beard reaching almost to his feet. It is said that he can merge himself magically with any object made of stone or metal.

Alignment: Neutral.

Symbol: Grungni's main symbol is the pick, representing the magical implement with which he opened up the underground world to Dwarfkind. A stylised depiction of a helmeted face with a long, forked beard is also sometimes used. Grungni's Clerics dress in dark grey, with a black or silver pick embroidered across the chest.

Area of Worship: Grungni is worshipped by Dwarfs throughout the Old World.

Temples: Every Dwarfhold in the Old World has a temple to Grungni; in most cases this takes the form of a large shrine or statue in the main hall of the hold, where the entire population gathers to worship.

Friends and Enemies: The cult of Grungni is on friendly terms with the rest of the Dwarven pantheon. It has little to do with those of other races, but is hostile to the natural enemies of the Dwarven race.

Holy Days: Lesser festivals to Grungni are held every ten days, with a major festival every hundred days.

Cult Requirements: The cult of Grungni is open to any adult Dwarf.

Strictures: All Initiates and Clerics of Grungni must abide by the following strictures:

> Never allow a tunnel or chamber to become structurally unsafe.
>
> Never surrender to the Goblins and their kin.

Followers of Grungni believe it is their sworn duty to regain control of all Goblin-held Dwarfholds wherever possible.

In some areas, especially in the north-eastern parts of the Empire, the cult of Grungni has dedicated itself to the destruction of those Dwarfs who have sided with Chaos. In these cases, Grungni's Clerics swear an oath never to leave a Chaos Dwarf alive, even if this means that they must give up their own lives.

Spell Use: Clerics of Grungni may use all Battle Magic spells, as well as the following Elemental Magic spells:

Assault of Stone, Zone of Hiding, Create Quicksand, Crumble Stone, Dust Storm, Banish Elemental (Earth only), Dispel Elemental (Earth only), Summon Elemental (Earth only), Tunnel Through Stone, and Wall Shaker.

Skills: Followers of Grungni do not have access to any skills other than those listed under the relevant career entries, although Clerics may gain Mining skill twice, doubling the effect. They may do this at any stage in their career, but they must pay for the skill with Experience Points as usual.

Trials: A trial set by Grungni will often involve clearing a nest of Goblinoids out of a lost Dwarfhold, or extending an existing one to discover new deposits of ore or a new source of underground water, or to create a new shrine chamber.

Blessings: Skills favoured by Grungni are Dowsing, Engineer, Mining and Stoneworking. Favoured tests are Construct, Observe and Search.

•LIADRIEL Elven God of Song and Wine•

Description: Liadriel is the major deity of the Wood Elf pantheon, the patron of music, poetry, dancing and wine. He/she is androgynous, and appears as an Elf of surpassing beauty, around whose lips a slight smile is playing. Liadriel always carries a lute and a wineskin.

Alignment: Good.

Symbol: Liadriel is symbolised by a lute and a wineskin; a cup is also frequently used as a symbol. His/her Clerics dress in green hooded robes, richly embroidered in gold thread with a variety of symbols, including vine leaves, musical instruments, fruit and so on.

Area of Worship: Liadriel is worshipped by all Wood Elves in the Old World, and is also sometimes worshipped by Human Minstrels. He/she is sometimes identified by Humans with a number of minor Human deities of wine and the arts.

Temples: Liadriel has no shrines or temple organisation as such, since such things are alien to the Elven mind.

Friends and Enemies: Followers of Liadriel are on good terms with the rest of the Wood Elf pantheon, and are hostile only to the natural enemies of the Elven race.

Holy Days: There are no particular holy days to Liadriel; he/she is worshipped whenever Elves sing or drink, which is frequently. Great feasts are held on the night of every new moon in Liadriel's honour, although it is not clear whether these are holy days in the Human sense or just regular feasts at which Liadriel is honoured.

Cult Requirements: The cult of Liadriel is open to all adult Wood Elves.

Strictures: There are no strictures attached to the cult of Liadriel, since restrictions on behaviour are foreign to Elven psychology; the GM should note, however, that he/she is likely to be offended by behaviour which is detrimental to the Elven race, such as the destruction of forests or revealing of the location of Elven settlements to non-Elves.

Spell Use: Clerics of Liadriel may use all Petty Magic and Illusion Magic spells.

Skills: Clerics of Liadriel may gain *one* of the following skills at each level: Charm, Consume Alcohol, Dance, Hypnotise, Musicianship, Seduction and Sing. The skills must be bought with Experience Points as usual.

Trials: Liadriel does not set trials for his/her followers as such; when trials are indicated by the *Advance Table*, the characters must accumulate another 100 Experience Points and try again,

bearing in mind that Liadriel will be watching them very closely during this period and will take their behaviour into account when deciding whether to permit advancement to the next level.

Blessings: Skills favoured by Liadriel are Charm, Consume Alcohol, Dance, Hypnotise, Musicianship, Seduction and Sing. There are no favoured tests, although Liadriel may confer a blessing in the form of an increase in Fellowship.

•ESMERALDA
Halfling Goddess of Hearth and Home•

Description: Esmeralda is the leading deity of the Halfling pantheon. She is the patron of hearth and home, and is said to have given the Halflings the gift of cookery. She is normally depicted as a plump and matronly Halfling, wearing a flour-covered apron and perpetually smiling.

Area of Worship: Esmeralda is worshipped by Halflings throughout the Old World, and is particularly venerated by those Halflings who have left the Moot to work as cooks for Human employers.

Temple Organisation: Esmeralda has no shrines or temples as such, but is venerated in any kitchen where a Halfling cook works. It is common to keep a small statuette of her in a prominent place in the kitchen, such as a mantle-shelf, so that she will oversee the running of the kitchen and make sure that the dishes do not spoil.

Friends and Enemies: Esmeralda is on good terms with all other members of the Halfling pantheon, and with the world in general; her only enemies are the natural enemies of the Halfling race.

Holy Days: The main festival to Esmeralda is Pie Week, a seven-day holiday which comes immediately after the fruit harvest, and which is spent making (and consuming) pies, puddings, cakes and jam. It is very difficult to persuade a Halfling to do anything else during this period.

Alignment: Neutral.

Symbol: Esmeralda's symbol is a triangle over a horizontal line, representing the home and also the flame rising from the hearth. Her Clerics wear ceremonial aprons embroidered with this symbol.

Cult Requirements: The cult is open to all adult Halflings.

Strictures: All Initiates and Clerics of Esmeralda must abide by the following strictures:

Never refuse food to the hungry.

Never use cooking utensils for anything else.

Never water ale down.

Never eat less than three square meals a day.

Never do anything strenuous after a meal.

Never leave anything unattended while it is cooking.

Spell Use: Clerics of Esmeralda are able to use all Petty Magic spells, all level 1 and 2 Elemental Magic spells, and all Battle Magic spells of Aura and Zone type. When defending their homes, they are also able to use Battle Magic spells of other types.

Skills: In addition to the spells normally available to Initiates and Clerics, followers of Esmeralda gain a bonus to their Cook skill at Initiate level, which doubles its effect.

Trials: Trials set by Esmeralda generally involve great feats of cookery, for example producing a banquet from plain or uninspiring ingredients, or obtaining rare and exotic ingredients for a meal, such as the leaves of a plant which only grows on the upper slopes of a distant mountain.

Blessings: Skills favoured by Esmeralda are Brewing, Cook and Herb Lore. There are no favoured tests.

•THE GODS OF CHAOS•

The worship of the Chaos Gods is outlawed throughout the Old World, but their influence, and that of their followers, is felt in many places. A few notes are given here on three of the Chaos Gods; more details of the Chaos Gods and their followers will follow in future supplements.

•KHORNE•

Khorne is the Blood God, the angry and murderous god of Chaos. His great brass throne sits atop a mountainous pile of bones - the remains of his followers who have died in battle. He is obsessed with blood and death, and is the power behind the great armies of Chaos which rampage across the edges of the Known World.

•NURGLE•

Nurgle is lord of pestilence and decay, dedicated to spreading disease and corruption. Many of his followers carry an appalling disease known as Nurgle's Rot, degenerating until they are one with their god's ideal (see *Disease*).

•MALAL•

Malal is a renegade Chaos God, who has turned against the others and is dedicated to their destruction. His followers, sometimes called the Doomed Ones, seek out and destroy the followers of other Chaos Gods wherever they may be found.

•THE GODS OF LAW•

The Gods of Law came into existence at the same time as the Chaos Gods, and are dedicated to their own ideals of permanence and stability. If they were to succeed in overthrowing the Chaos Gods and establishing their own rule over the Known World, all change and development would cease, and nothing would ever change. The Gods of Law are worshipped by a few individuals in the Old World; though their worship is not proscribed, it is not popular either. Most Old Worlders prefer their own, mostly Neutral, deities.

•ALLUMINAS•

Alluminas is the master of light, an everlasting and unchanging source of pure light which is said to immobilise anything it strikes, rendering it unmoving and unchanging. He is perhaps the least popular of the Gods of Law, mainly because the bulk of the concepts involved in his worship are beyond the comprehension of the Human mind.

•ARIANKA•

In the distant past, Arianka was defeated and imprisoned by an unnamed Chaos God, and it is said that she lies in a crystal coffin hidden somewhere in the Old World. Many places have claimed to have found her coffin over the centuries, the most recent, according to rumour, being Praag (see *World Guide - Kislev*). It is also said that she can be freed from her coffin only by means of some crystal keys, whose location has never been found; it is not even known how many keys there are, and whether they are hidden together or separately.

•SOLKAN•

Solkan is the master of vengeance, an angry god who inflicts the retribution of the Gods of Law on those who offend them. He is the most popular of the Gods of Law, and many Witch Hunters worship him. His followers are held in general fear and mistrust by the bulk of Old Worlders, who find the absolutism and bigotry associated with his worship uncomfortable.

THE BESTIARY

SECTION

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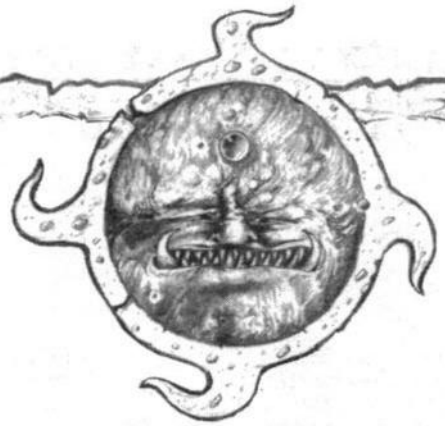

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• THE BESTIARY •

This section of the book provides details, profiles and general information about some of the creatures living in the Old World - and which form a part of the game. The list is not intended to be comprehensive, nor are the descriptions to be regarded as inviolable; gamesmasters who want to create their own monsters should treat the entries as examples and invent whatever new and interesting monstrosities they like.

The various creatures are presented in six sections:
Humanoids
Animals & Monsters
Undead
Ethereal Undead
Elementals
Demons

Humanoid creatures comprise the majority of intelligent monsters, as well as characters, hirelings and so on. Since they behave - by and large - in a manner comparable to Humans, these creatures are the easiest to roleplay, and will generally behave in a rational manner.

Animals & Monsters include a representative selection of the many varieties of ordinary and fantastic creatures which inhabit the Old World - from Amoebae to Scorpions. Most of these creatures have at least an animal level of intelligence, and their main motivation is usually food!

Undead include both animated corpses (such as Zombies and Skeletons) and more powerful creatures who are sustained by extra-planar energies - either directly or by necromancers, and other evil, magic-using monsters.

Ethereal Undead are those monsters which lack a material existence - they can be seen in this world, but they are not wholly part of it. Generally, they exist only as apparitions or pure energy. GMs should try to present these creatures as the ghostly uncertain images that they are, sometimes appearing substantial, at other times as mere shadows or glowing lights.

Elementals are manifestations of the natural forces inherent in the four elements of Earth, Water, Air and Fire. They can take on many different shapes, often depending on the circumstances of their manifestation; as most Elementals are summoned by elementalist wizards or druidic priests, they usually respond by taking humanoid form.

Demons are the servants of various malign deities, and do not belong to the material world. The appearance of one of these horrific creatures is usually the result either of a direct command from the deity it serves, or of a powerful, magical summons from a character in the material world. Demons can never be 'killed' - instead they are forced to retreat back to their home plane, where they slowly heal their wounds and plot their revenge...

•WARHAMMER BATTLE RULES•

Players of the **Warhammer Battle Rules** will already be familiar with many of the monsters covered and, where possible, the details for each creature have been left fundamentally the same. In some cases, it has been necessary to make minor amendments and rules modifications to accommodate the more detailed roleplaying combat system. Wherever appropriate, extra information has been provided. The details given in the *Basic Profile* of each creature are averages only; GMs who prefer monsters to have more variation should use the ranges given in the tables below, which can also be used by players of the Battle Rules who wish to convert their own creatures:

Move: this characteristic remains unchanged from the Battle Rules.

Weapon Skill and Bow Skill (renamed *Ballistic Skill*) change from a scale of 1-10 to a scale of 1-100:

WH Battle Weapon Skill	WH Roleplay Average	Range
1	17	(13+D8)
2	25	(21+D8)
3	33	(29+D8)
4	41	(37+D8)
5	49	(45+D8)
6	57	(53+D8)
7	65	(61+D8)
8	73	(69+D8)
9	81	(77+D8)
10	90	(85+D10)

Bow/Ballistic Skill (BS)	Average	Range
1	9	(6+D6)
2	17	(13+D8)
3	25	(21+D8)
4	34	(30+D8)
5	43	(39+D8)
6	52	(48+D8)
7	62	(57+D10)
8	72	(67+D10)
9	83	(78+D10)
10	93	(89+D8)

Strength and *Toughness* remain the same.

Wounds (W)	Average	Range
1	5	2-7 (1+D6)
2	11	8-13 (7+D6)
3	17	14-20 (13+D6)
4	23	21-26 (20+D6)
5	29	27-32 (26+D6)
6	35	33-38 (32+D6)
7	41	39-44 (38+D6)
8	47	45-50 (44+D6)
9	53	51-56 (50+D6)
10	59	57-62 (56+D6)
+1	+6	+6

Initiative also changes from a scale of 1-10 to a scale of 1-100. Multiply by 10 for the **Warhammer Fantasy Roleplay** score.

Attacks remain unchanged.

Leadership, Intelligence, Cool, and *Will Power* all change from a scale of 1-10 to a scale of 1-100:

Personal Characteristics (Ld, Int, Cl, WP)	Average	Range
1	2	1-4 (D4)
2	6	5-8 (4+D4)
3	10	9-12 (8+D4)
4	14	13-16 (12+D4)
5	18	17-20 (16+D4)
6	24	21-26 (20+D6)
7	29	27-32 (26+D6)
8	43	33-53 (29+4D6)
9	66	54-79 (49+5D6)
10	89	80-99 (78+2D10)

Dexterity and *Fellowship* are not part of the Battle Rules. They both range from 1-100 and are always provided for those monsters which are likely to require them (see *Characteristics*).

•CHAMPIONS AND HEROES•

The basic profiles given for each creature are meant to be the average values typical of that monster. However, as with characters, some creatures may be less powerful, some may be more so. Gamesmasters should feel free to use slightly more or less powerful versions of standard creatures as necessary.

Sometimes you will feel the need to create an instant 'Orc hero', 'Skeletal champion' or whatever. Using the following system, you can create *Champions*, and *Minor* or *Major Heroes*. This is especially useful for undead creatures, because some kinds of undead require the presence of other more powerful undead if they are to function correctly.

Champions have normal characteristics for their kind, but gain +10 to *WS, BS, I,* and +1 to *S*.

Minor Heroes gain the following bonuses:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	+20	+20	+1	+1	+D6	+20	+1	+10	+10	+10	+10	+10	0

Major Heroes gain the following bonuses:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
0	+30	+30	+1	+1	+2D6	+30	+2	+20	+20	+20	+20	+20	0

These three categories of non-standard creature are only convenient generalisations - you may change any details to suit your game where you think it is beneficial to do so.

•MONSTER ATTACKS•

Those monsters which do not use weapons may have one or more of the following attacks: *bite, claw, constriction, gaze, gore, kick/stomp, tail lash*.

Bite attacks may only be directed to the creature's front.

Claw attacks include punches, rending talons and so on. These may only be made to the front or sides.

Constriction attacks (made by snakes, octopi, etc) may be made in any direction and have a chance of pinning the victim's arms on a successful hit. Roll 1D6: a result of 1 or 2 means both arms are pinned (the victim may not attack); 3 to 5 means one arm is pinned (50% chance that this is the victim's sword arm); 6 means the victim has both arms free. Characters hit by a constriction attack will suffer wounds automatically until released. This may be achieved either by killing/disabling the constricting creature, or by making a successful Strength test (possibly with some modifiers to the die roll - see monster description).

Gaze attacks can be directed to the front or sides and can only affect one creature per round. Characters can attempt to avoid a creature's gaze by covering or otherwise averting their eyes, but this will never be possible if the creature attacks with surprise (see the **Combat Section**). Characters who are avoiding a gaze attack suffer a -25% penalty to WS and BS, and are attacked by the creatures with a bonus of +25% to WS.

Gore attacks involve the use of a creature's horns or tusks and can only take place to the front.

Kick/stomp attacks include trampling, butting, and generally flailing around. They may be made in any direction - to the front, sides, or rear.

Tail lash attacks only apply if the creature's tail is suitably armed or armoured. They can be made to the sides or rear.

•MONSTER DESCRIPTIONS•

In general, each entry comprises a brief description of the habitat, tactics and motivations of each creature, together with any relevant historical notes. This is followed by a description of the creature's physical appearance, notes on alignment, and any *psychological traits*.

These details list one or more of the Standard Tests which the creature might have to make because of its psychological make-up. Some creatures are also able to produce a reaction (eg, *fear*) in characters encountering them, and these are also listed here. The Standard Tests which fall into this category are: *Animosity, Fear, Frenzy, Hatred, Stupidity,* and *Terror*. For example, Dwarfes are *subject to Hatred* towards all goblinoids.

•SPECIAL RULES•

Alcoholism: The effects of this addiction on Player Characters are covered in the section on *Insanity*. The GM can decide whether monsters with this affliction will be drunk when encountered by rolling a D6 - the creature will be drunk on a result of 1. A drunken creature will have WS, BS, I, Dex, Ld, Cl, and WP reduced by 5%. If given the opportunity to consume more alcohol, the creature must make a succesful WP test, or succumb to the temptation. Each drink reduces all the above characteristics by a further 5%.

Infected Wounds: The attacks of some creatures are described as having a percentage chance of causing infected wounds. If a character is wounded by such an attack, the GM should roll D100 and if the result is equal to or less than the number given, the character must make a Disease test (against T x10) with a penalty of -5% for each Wound inflicted. If the test is failed, the wound will become infected - see *Disease*.

•INSTABILITY•

Creatures such as Undead, Elementals and Demons, which do not naturally belong to the planes of the real world, are *subject to instability*. Shifts between the different planes can seriously affect these creatures, sometimes even destroying them. Instability can usually be avoided if the creatures are controlled by a more powerful commander such as a Wizard or a Champion, or if they remain within certain special areas where instability has no affect. Where relevant, these areas are described with the creature concerned, but for example, haunted houses and graveyards may prevent instability in certain classes of Undead. When running scenarios, GMs should make careful notes of any areas where given creatures are *not* subject to instability.

Check for instability every 10 rounds (1 minute) by rolling 1D6. A score of 6 indicates that the creatures have become *unstable*; roll again and consult the following chart:

1 The creatures' natural plane of existence and the real world become separated. The creatures are trapped in this plane and slowly lose vitality and become insubstantial. Do not roll again for instability - these effects are permanent. The creatures can no longer cause any physical damage in combat. They are affected by weapons and magic as normal for their kind. They still cause *fear* and other psychological effects as normal. In addition they are now *subject to stupidity*.

2 The physical manifestation and power of the creatures are drawn back to their natural plane, only their ineffectual image remaining. Do not roll again for instability - these effects are permanent. The creatures can no longer cause any physical damage in combat, nor can they be affected by normal weapons. They still cause *fear* and other psychological effects as normal. The creatures are automatically dispelled by magical attacks or hits from magical weapons.

3 The state of flux between the creatures' own plane of existence and the real world leaves them confused and uncertain. The creatures may not move for D6 rounds. If in combat, the creatures cause only half as many wounds as normal, and all hits struck against them cause double damage.

4 Some of the creatures are drawn entirely back into their own plane of existence. D6 creatures are drawn away - they do not return.

5 The state of flux between the creatures' own plane of existence and the real world invigorates and strengthens them. For D6 rounds the creatures fight with double their normal number of attacks.

6 The creatures gain great power as the two planes of existence move closer to each other. For the following D6 rounds the creatures receive no damage at all from any source. In addition, all their hits cause +1 wound, or +1/+10% effect for creatures with non-striking attack modes.

•FLYING CREATURES•

The Move score for winged creatures applies to ground movement only. When airborne, their movement depends on the manoeuvrability of the creature involved. Flying creatures are split into three categories, and for ease of calculation, the height of a creature above the ground is reckoned in increments of 10 yards:

Swoopers are strong flyers that can dive and climb easily (+/- 20 yards per round).

Hoverers are relatively weak flyers, but are more or less able to maintain their position in the air (climb 10 yards, dive 20 yards per round).

Landers are poor flyers who are clumsy and slow in the air (+/- 10 yards per round).

Additional details of movement rates and other information are contained in *Movement - Flying Creatures*.

•HUMANOID CREATURES•

Chaos Beastman
Dwarf
Elf
Fimir
Giant
Gnome
Goblin
Halfling
Hobgoblin
Human
Lizardman
Minotaur
Ogre
Orc
Orc, Black
Orc, Half
Skaven
Snotling
Treeman
Trogolodyte
Troll
Warrior of Chaos

The creatures described in this section have the following features in common: they are all basically humanoid in appearance; they are gregarious - living in tribal or similar communities; and they are intelligent (at least in comparison to animals!). Accordingly, they usually behave in a rational manner - they will not attack where it would be suicidal to do so, nor will they pass up an opportunity to use weapons or magic where these are available to them.

•CHAOS BEASTMAN•

Originating in the Northern Chaos Wastelands, these foul creatures have the forms of men, perverted into animal shapes and endowed with unnatural attributes. They are the minions and servants of the Chaos Gods, who bestow their forms upon them - as well as other unnatural gifts. If Beastmen ever had Human blood in their veins, it is now very dilute indeed, and they have become established as a race in their own right. They are despised by every other living creature, and live in small bands deep in the forests of the Old World, emerging to plunder farms and poorly-protected villages. They speak a language called the Dark Tongue.

Physique: Beastmen vary greatly in appearance, but the most common types resemble Humans with beasts' head and legs, although others may have animal heads only, like Minotaurs. Beastmen do not breed true, and new mutations are spawned in every generation. A large group of Beastmen will typically include individuals with extreme mutations, such as no head, limbs of variable size, multiple limbs or heads, and variable skin colours and textures. These more extreme mutations are regarded as especially favoured by the Chaos Gods.

Alignment: Chaotic.

Special Rules: Chaos Beastmen are so variable that individuals are bound to have special powers or disadvantageous mutations. The following table presents a few sample mutations, and future supplements will provide further details.

The profile that follows is for an average Beastman - if there can be said to be such a thing:

Basic Profile

M	WS	BS	S	T	W	I
4	41	25	3	4	11	30

A	Dex	Ld	Int	Cl	WP	Fel
1	30	29	24	29	24	10

Any given individual will have 1D6 mutations, which may be determined from the table below:

Roll 1d10:	Mutation	
1	Blood Rage	- the creature is *subject to frenzy* (see *Standard Tests*)
2	Multiple Arms	- the creature has 1D4 extra arms (T +1; W +1D4; I +5)
3	Prehensile Tail	- capable of wielding a weapon (W +1D4; I +5)
4	Tough Skin	- 2 points of armour on all locations
5	Poisonous Bite	- the creature's bite is venomous (select an appropriate effect from *Poison*)
6	Beast Head	- the creature has an animal head
7	Beast Legs	- (M +1D4)
8	One Leg	- the creature can hop at half speed
9	Tentacles	- instead of arms
10	Headless	- head is set into chest

•DWARF•

Dwarfs are not a numerous people. Although they live a long time, they multiply very slowly. They are clannish, often living in inaccessible castles or underground holds, but adopting many of the cultural traits of the region where they live. Thus, the Dwarfs of Norsca arguably have more in common with the Norse Humans than their cousins in the Worlds Edge Mountains.

Dwarfs are proud and very short-tempered. Dwarven history is full of occasions where indignation at some petty slight resulted in racial feuding or war. One such war was fought against the Elves of the Old World, in the legendary past. Eventually the Elves retired from the conflict, returning to their homelands in the Elven Kingdoms, whilst the weakened Dwarfs had to face invading Goblins. The succeeding conflicts are known as the Goblin Wars, during which the Dwarven Kingdoms of the Old World were reduced to a few strongholds along the Worlds Edge Mountains. The Norse Dwarfs suffered less from the conflict although, more recently, they have come under attack from the Incursions of Chaos, and many have fled westwards across the seas to the new lands of Lustria, and the South Land settlements of the New Coast.

Dwarfs are a very materialistic people: they are excellent artisans and sturdy workers. They have little magical aptitude, and Dwarven wizards are rare. They speak Old Worlder or Norse, as well as their own secret Dwarven tongue which they teach to no-one.

Physique: Dwarfs are short creatures, about five feet in height but very broadly built, which makes them ideally suited to underground living, tunnelling and min-

ing. Their skin is the same shade as that of humans, and their hair colour varies a great deal, although the Norse Dwarfs tend to be red-haired or blonde.

Alignment: Dwarfs can be of any alignment. Most are Neutral, although some communities living in the Worlds Edge Mountains have become tainted and are Evil (even so they have no truck with goblinoids). Similarly, some of the Norse Dwarfs have been corrupted by the Incursions of Chaos, becoming Chaotic themselves.

Psychological Traits: Dwarfs *hate* all goblinoids and are *subject* to *animosity* towards Elves. The Norse Dwarfs have a similar cultural outlook to the Human Norse (see *Humans*). Their communities support a number of berserkers - violent Dwarfs who are *subject to frenzy* and *alcoholism*.

Special Rules: Dwarfs have Night Vision extending up to 30 yards.

Basic Profile

M	WS	BS	S	T	W	I
3	41	25	3	4	7	20

A	Dex	Ld	Int	Cl	WP	Fel
1	24	66	29	66	66	24

•ELF•

Elves are the oldest and wisest of all the humanoid races. They are a sophisticated people, with a profound love of the arts and lives of hedonistic self-indulgence. No Elf likes to have to deal with the problems of everyday life, and labour of all kinds is considered dull. Elves do not get on well with other races, being arrogant, whimsical and impractical. Dwarfs in particular find them irritating. Elves speak their own rather precise and complex language.

Physique: Elves look much like Humans. They are about six feet tall, slimly built and well-proportioned. All Elves are lithe and attractive, their faces thin and alert with large eyes and full mouths. Their ears can be quite large and are often pointed. Few Elves can grow beards, and hair colours are black through silver to pure white. Blonde or brownish hair is not uncommon, but red is rare. Many Elves dye their hair, and the practice of using make-up has been adopted by both sexes.

There are four recognised divisions, or 'kindreds', of Elves.

High Elves: More than any other kind of Elf, the High Elves allow little to interfere with their lives of pleasure. They are the core of their race, living in the cities of the Elven Kingdoms and scorning travel. To these people, working for a living is regarded as a sign of personal failure. Few High Elves ever leave the Elven Kingdoms, though a few younger, more adventurous individuals might do so as a form of vacation, or for the 'experience'. These

travellers cannot help but irritate the other races they encounter by their patronising and overbearing attitude. Lynchings of such individuals are not uncommon.

Sea Elves: The Elves living around the coasts of the Elven Kingdoms have a tradition of seamanship and fighting, and lack the normal Elven disdain of physical labour. Because of this, the High Elves look down on them, thinking them rough and uncouth. They are brave warriors and tireless guardians of the seaways, and it is thanks to them that the sea routes between the Old World and Lustria remain open. Sea Elves are quite venturesome, and can often be found as merchants and traders in Old World ports. Most of them speak Old Worlder as well as Elvish, and many have a smattering of the Norse language too. The Elven trading posts of the Old World are run almost exclusively by Sea Elves.

Wood Elves: The Wood Elves represent the last vestiges of the colonies founded long ago in the Old and New Worlds. Their numbers are few and declining. They are more broad-minded and less self-preoccupied than High Elves, even going as far as to maintain relations with Humans. They are excellent bowmen, though they make reluctant warriors, prefering hunting, singing, dancing and merry-making. Wood Elves who return to the Elven Kingdoms find themselves dubbed 'boorish' or 'rustic'. There are a few very small communities in the forests along the eastern edges of the Worlds Edge Mountains and several larger colonies on the eastern coasts of the New World. Wood Elves speak Elvish with a distinctive accent, and can usually speak local human tongues as well.

Dark Elves: At a time when the Elves were young, certain of the High Elves became disenchanted with their lot and many were seduced into the worship of the Gods of Chaos. In so doing, they lost all of the charm and wisdom natural to their kind, becoming bitter and twisted. They were banished from the Elven Kingdoms after a bloody civil war and are now to be found mainly in the north of the New World, in the dark forests that border the collapsed, chaotic gateways. Dark Elves nurture an almost uncontrollable hatred for all other living creatures, especially other Elves. They are jealous of humanity, despise Goblins and Orcs and regard Dwarfs as repulsive.

Alignment: Dark Elves - Chaotic or Evil. All others - Lawful or Good.

Psychological Traits: Elves cause *fear* in Goblins and Lesser Goblins who do not outnumber them by at least 2:1 (eg, ten Elves cause *fear* in 1-19 Goblins).

Special Rules: All Elves have Night Vision to a varying degree: that of Wood and Dark Elves extends to 30 yards; for Sea and High Elves the range is 20 yards.

Basic Profile

M	WS	BS	S	T	W	I
4	41	34	3	3	7	60

A	Dex	Ld	Int	Cl	WP	Fel
1	43	43	66	66	43	43

•FIMIR•

Rumoured to be part Human and part Demon, the Fimir haunt bogs, fens and desolate moorlands throughout the northern and western Old World. They are most common in coastal areas, but can be found anywhere that is suitably dank and dismal. Their strongholds are typically forbidding, craggy piles of rock, crudely built in the semblance of human castles on jutting headlands and other rocky eminences, and constantly wreathed in thick, writhing mist - in fact, the Fimir frequently refurbish and occupy the ruins of ancient human strongholds rather than building their own. Fimir communities are usually isolated and self-sufficient, but some legends tell of a Fimir capital, a vast castle of obsidian rising from a craggy island surrounded by treacherous rocks and reefs. The location of this island is not known, but some accounts claim that it periodically vanishes or sinks beneath the sea, to appear elsewhere along the western seaboard of the Old World.

The Fimir are creatures of mist and darkness, and shun bright light. When they travel outside their strongholds in the daylight hours, their mists always move with them, shielding them from the sun and making their numbers almost impossible to assess (see *Special Rules* - below).

Fimir communities consist almost entirely of males, and are divided into four castes. The lowest caste is that of the *Shearl* or thralls - a caste of servitors and menials; next is the caste of *Fimm* or warriors, to which the bulk of Fimir nobility belongs, and from which the race takes its name. Then there are the *Dirach* or demonfriends, a small but powerful caste of magicians. Most feared of all, however, are the *Meargh* or hags, the witch-queens that rule over Fimir strongholds. The Meargh are the only female Fimir.

Fimir frequently mount raids on isolated human farms and villages, in search of food and captives. The Meargh are sterile and so the Fimir abduct Human women, though their offspring are always full-blooded Fimir rather than crossbreeds. The caste of the young Fimir is evident from birth, and females are very rare, being born perhaps once a century in any stronghold. When a female is born, it is usually killed, unless the Meargh in charge of the stronghold is old and near death. In these cases, it will be raised by the Meargh as a daughter and successor.

Fimir raiding parties generally consist of a dozen or so Fimm and a roughly equal number of Shearl, under the command of a young noble. In coastal areas they travel in low-hulled, black longships. Occasionally, there may also be one Dirach in a raiding party, to whom the leader will usually defer. Larger units are known in time of war, and a Meargh will take the field with her entire people in defence of a stronghold, along with as many demons as she and her Dirach can summon. The Fimir appear to be on friendly terms with demons generally, and it is rumoured that some of their Human captives are used for trade with their demonic allies.

Favourite weapons are great heavy maces and axes, which a Human would need both hands to wield; some Fimir, especially the nobility, go into battle with one of these weapons in either hand. Fimir do not generally use missile weapons, since the fog which is their natural element precludes missile fire.

Fimir are generally of low intelligence, and invariably use force rather than wit to solve problems. The Dirach, however, do approach Human intelligence, while the Meargh are possessed of a great and terrible cunning, and they rule by fear as much as by respect for tradition.

Little is known of the religion and deities of the Fimir; it may be that they worship certain of the more powerful Greater Demons to whom they are allied, or the unknown being or beings whom those demons serve.

Fimir dress in an almost Human fashion, but always leave the legs, arms and tail bare. The Fimm often wear shirts of chainmail in battle, and nobles favour long cloaks fastened at the shoulder by heavy brooches of gold set with gems. Garnet is a particular favourite, being the colour of Human blood. Dirach and Meargh wear long, drab-coloured robes and cloaks.

Having a single eye, Fimir lack depth perception, and it is thought that they use their magical mist to compensate for this, judging opponents' distance by how clearly they can be seen.

Most Fimir can live for about 200 years. Dirach live to about twice that age, and Meargh are almost immortal - ages in excess of 2,000 years are not uncommon.

Physique: The Fimir are roughly humanoid, with great barrel-like chests, short, powerful legs ending in three-toed clawed feet, and long sinewy arms which reach almost to the ground. Their bodies are broad and strong, with powerful muscles hidden under a layer of surface fat which gives them a deceptively soft appearance. Their heads are large and almost hairless, with a flabby, potato-like surface, and taper slightly to a noseless tusked snout. There is a single, pupil-less, amber or milk-white eye set low down in the head, and in place of ears the sides of their skulls have two honeycombed areas beneath the skin which act as sounding-boards. Fimir have broad, hunched shoulders, and average about 6 feet in height, although they can rear up to a height of about 8 feet. They have powerful, snakelike tails, which average about 6 feet in length. Their hides are smooth and leathery, and colour varies from buff to a light olive green.

Shearl: The Thralls are distinguished by their slightly smaller build and smooth tails.

Fimm: The Warriors have tails set with a row of bony knobs and tipped with a knobbed bony excrescence which looks much like a heavy mace. Nobles have a spiked tail furnished with a terrible cleaver-like blade at the end. The number of spikes and the size of the tail-blade is a source of great pride.

Dirach: The Magicians have slightly narrower heads with two or more horns growing from the top or sides. Their tails are smooth.

Meargh: The Witch-Queens differ in that their heads are covered in lank, greasy hair, generally dark green or blue-black. They frequently have horns, although these are smaller than those of the Dirach. Their skin is heavily wrinkled, indicating the great age to which they can live. Like the Dirach, their tails are smooth.

Alignment: Evil.

Psychological Traits: Fimir find daylight intensely uncomfortable; when exposed to daylight (ie, their mist has been dispelled - see below), they must pass a Leadership test or become *subject to stupidity*.

Special Rules: Dirach and Meargh have the ability to generate a magical fog, which surrounds groups of Fimir on the move in daylight. This can cover a radius of 3 yards per magic point expended, and lasts until dispelled, but is otherwise similar to the level 2 Battle Magic spell Mystic Mist. Any character entering a Fimir mist must make a successful Will Power test or suffer a 10% penalty to Leadership, Cool and Will Power while in the mist. By doubling the magic point cost, the mist can be made mildly poisonous, causing all non-Fimir who enter it to make a Poison test or suffer streaming eyes and coughing (M -1, WS -10%, S -1, I -10%, Dex -10%, Ld -10%, Cl -10%, WP -10%). Missile fire is impossible within a Fimir mist.

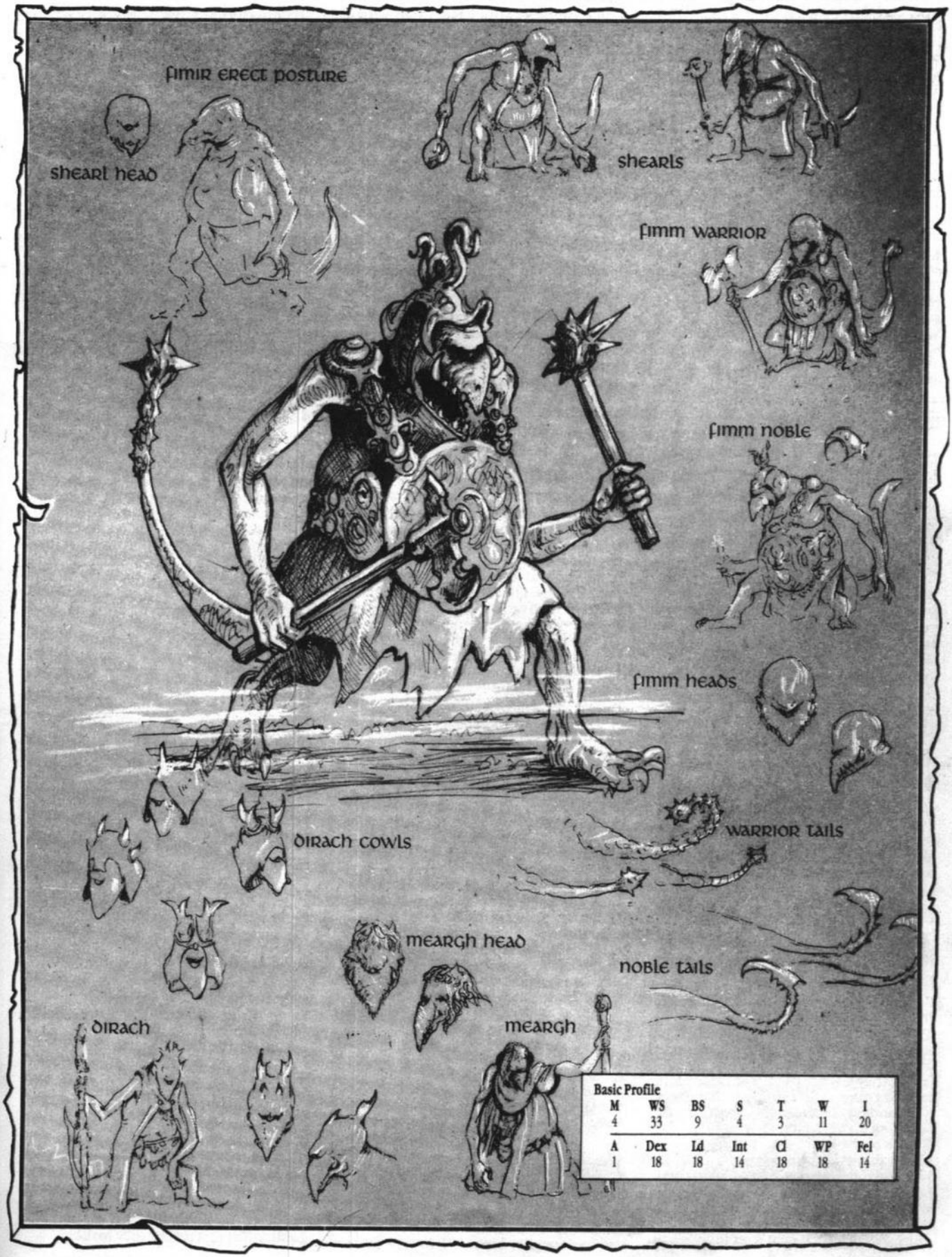
Fimir can see 15 yards through fog, mist or smoke, and have Night Vision to a similar distance. They suffer no movement penalties when in a fog. Without a surrounding mist to help them judge distances, WS is reduced by 5% and BS by 20%.

Fimir have one or two weapon attacks; Fimm also have a *tail* attack, which can be to the side or rear. This is treated as a weapon attack (mace or axe) rather than a *tail-lash*.

The following profile is for a *Shearl*; members of other castes may be treated as Champions (Fimm), Minor Heroes (Nobles), level 1 Wizards (Dirach), and level 2-4 Wizards (Meargh).

Dirach have 2D6+6 magic points, and can use 2 level 1 and 1 level 2 Demonic Magic spells; these should be randomly determined by the gamesmaster.

Meargh have spell use as Demonologists of level D3+1, with corresponding skills and magic points.



Basic Profile						
M	WS	BS	S	T	W	I
4	33	9	4	3	11	20
A	Dex	Ld	Int	Cl	WP	Fel
1	18	18	14	18	18	14

•GIANT•

Giants are a diverse group of creatures, and their size varies a great deal. All belong to the Giant Race, although many may have different features; for example, the Cyclops is a Giant distinguished by having only a single eye. Many of the larger Giants live solitary or isolated lives, often amongst inaccessible mountains. They are a danger to travellers and the unwary. They are relatively common in northern Norsca, which is sometimes called the Giant Lands. Originally, they lived all over the Old World, but were driven out by the expanding Human races. However, isolated bands may still be found among many of the Old World mountain ranges.

Physique: Giants look very much like Humans, but are far larger - ranging between ten and twenty feet in height. Many Giants have very thin spindly arms and legs, and most give the impression of being dim-witted and foolish; this is in no way deceptive.

Alignment: Good, Neutral, Evil or Chaotic.

Psychological Traits: Giants cause *fear* in humanoids under ten feet tall. Giants with a Strength of 5 or more are *subject to stupidity*.

Special Rules: Giants may throw rocks or other improvised missiles a distance of up to four times their Strength in yards, with a Strength equal to their own if they hit.

Giants are also *subject to alcoholism* (see *Poison, Disease and Insanity - Disorders*). Drunken Giants forced to retreat in combat will fall over unless they make a successful Initiative test.If this is failed, they stagger back 1D4 yards before toppling over - squashing any characters they land on. Establish the direction of fall using a 'clock-face' chart with twelve o'clock to the front, then roll a D20 - scores above 12 count as twelve o'clock. Fallen giants cover an area equal to their height multiplied by three yards wide.Characters wholly or partly within this area are hit on a D6 score of 4 or more. Roll for each character individually - each character struck takes 1D6 Wounds at a Strength equal to that of the Giant. Characters struck but not slain are assumed to have crawled out from underneath by the start of the next round. The Giant may rise at the beginning of any round by passing a Dexterity test, but counts as a prone target until then, and may not fight.

Basic Profile

M	WS	BS	S	T	W	I
6	33	25	7	7	36	20

A	Dex	Ld	Int	Cl	WP	Fel
5	14	24	14	24	24	14

Giants vary a great deal in their size and characteristics. This profile is for a giant approximately 10 feet tall. Profiles for giants of various sizes can be worked out as follows: for each 1½ feet of height, the giant has a Movement of 1 (max 6), and 1d6 Wounds. Strength and Toughness are equal to 1 point plus 1 per 1½ feet of the giant's height, and the giant has a number of Attacks equal to 1 for each 1½ feet of height, *minus* 1. All other characteristics remain the same.

•GNOME•

Gnomes are smaller relatives of Dwarfs; they have a similar cultural background and speak their own Dwarvish dialect. If anything, Gnomes are even more short-tempered and difficult to get along with than Dwarfs. Like them, they live mostly underground or amongst mountains. Gnomes can be found almost exclusively on the western side of the Worlds Edge Mountains. Their numbers are few and declining all the time. Some communities survive in the remoter areas of the Isle of Albion, but these cannot be said to constitute anything other than a backward remnant of the race.

Physique: Gnomes are short and stocky, rarely exceeding four feet in height. Characteristic features include bulbous noses, shaggy hair and beards. Hair colour is usally black, but can also be brown or red. Skin colour is the same as Dwarfs, but Gnomes have a tendency to look weather-beaten and tanned.

Alignment: Any, but nearly always Neutral.

Psychological Traits: Gnomes are *subject to hatred* of Goblins.

Special Rules: Gnomes have Night Vision extending up to 30 yards.

Basic Profile

M	WS	BS	S	T	W	I
4	41	25	3	2	7	30

A	Dex	Ld	Int	Cl	WP	Fel
1	29	43	29	29	43	29

•GOBLIN•

Goblins are by far the most common of the goblinoid races (ie, lesser Goblin, Hobgoblin, Orcs, Black Orcs, and Snotlings). They love to inflict pain and suffering on other creatures, and squabble amongst themselves if they have no one else to fight. Lacking fighting discipline, they make very poor warriors, and often run away at the first opportunity. In spite of their numbers, Goblins are so disunited and indisciplined that they rarely present anything other than a transitory threat to Human settlements. Their favorite mounts are Wolves or Boars (see *Animals & Monsters*).

Lesser Goblins: There is no real physiological difference between the shorter and taller Goblin types, other than their height. Both kinds live together and interbreed freely with other goblinoids as well as each other. In Goblin society the shorter (and weaker), lesser Goblins tend to end up as slaves and, occasionally, as food. However, what they lack in size they more than make up in cruelty and wickedness. They are not adverse to waiting for their larger relatives to fall asleep before performing unspeakable acts of petty revenge. The need to survive the whims of their Goblin masters endows them with unusually quick reactions and nimble wits for goblinoids. As a result, they make

reasonably effective wizards - at least by the paltry standards of these foul creatures.

Physique: Goblins are short - most being around four feet in height. Occasionally, an especially large Goblin might reach six feet. Their bodies are bent, twisted and unwashed, and their faces are distorted and leering. Their skin colour varies a great deal; some are pale and greenish, others are almost black.

Lesser Goblins: are the smallest of the goblinoid races, varying between two and four feet in height. They are slight and scrawny, resembling goblins in all other respects. Both goblin types speak a dialect of the common Goblin tongue, known as Ghâzhakh.

Alignment: Evil.

Psychological Traits: Goblins are *subject to animosity* towards other goblinoids. They *hate* Dwarfs, and *fear* Elves when they do not outnumber them by at least 2:1 (ie, a group of ten goblins would *fear* any group of Elves greater than four in number).

Special Rules: Both types of goblins have Night Vision extending up to 10 yards.

Normal Goblins

Basic Profile

M	WS	BS	S	T	W	I
4	25	25	3	3	7	20
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
1	18	18	18	18	18	18

Lesser Goblins

Basic Profile

M	WS	BS	S	T	W	I
4	25	25	2	2	5	40
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
1	24	18	18	18	18	18

•HALFLING•

Halfings are a race short in numbers as well as size. Those who have not become an integral part of Human society now inhabit an independent pastoral state, which is wholly contained within the Empire and lives under its protection.

The origins of Halflings stretch back at least as far as those of Humans, but now, partly due to their peaceable nature, their numbers are on the decline.

Halflings are an overfed and peaceful folk, more concerned with the welfare of their crops and herds and the timing of the next meal than with military pursuits. They are excellent hosts, welcoming and trusting, happy to provide food and shelter to travellers. Nevertheless, they are a determined, even stubborn race and will defend their homes, livelihoods, and lunch with considerable vigour, even though they are not effective fighters. They may strive manfully to raise a militia in the face of some threat and may show considerable individual courage in defending their homes, but their size and unwarlike nature counts heavily against them.

Halfling communities tend to be small villages, nominally headed by an Elder. Elders meet occasionally to discuss common issues over a large banquet, but overall organisation is very loose, with little or no formalised government. Halfling religion and folklore revolves around their lifestyle, and their main deities are concerned with fertility and the weather. Their legendary heroes tend to be Halflings who reaped bumper harvests or organised enormous banquets in time of famine, rather than great fighters or explorers. Adventuring is somewhat frowned upon but some Halflings may travel in human lands, hiring themselves out as cooks and the like.

Physique: Halflings vary between three feet and four feet in height. They are rotund, squat, often pot-bellied, and nowhere near as powerfully-built as Dwarfs. They do not grow beards or facial hair, other than the side-burns sported by elderly and well-to-do male Halflings, but their hands and feet are covered in hair, and are surprisingly large for such small people. The hairiness of their feet is a constant source of pride to all Halflings, and they generally go around barefoot.

Alignment: Neutral.

Special Rules: Halflings have Night Vision with a range of 20 yards.

Basic Profile

M	WS	BS	S	T	W	I
3	25	34	2	2	7	50
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
1	43	24	29	24	43	43

•HOBGOBLIN•

Hobgoblins are larger relatives of Goblins. They are almost as aggressive as Orcs and quicker but not quite so effective in combat. They are proficient, if crude, metal workers and often live amongst other goblinoid creatures as smiths or miners, acting as leaders for purposes of defence and when conducting raids. Like Orcs, they love slaughter, preferring to slay captives in individual combat rather than by slow torture as is customary amongst other goblinoids. Hobgoblins speak the common Goblin tongue.

Physique: Hobgoblins are the second largest of the goblinoid races, often reaching six feet in height, and occasionally nearing seven. They resemble Humans more closely than an Orc or Goblin, although their faces are extremely ugly to human eyes. Their leathery, blemished skin is usually a deep yellowish brown and, unlike most goblinoids, they have a full head of black hair.

Alignment: Evil.

Psychological Traits: Hobgoblins are subject to both *frenzy* and to *animosity* towards other goblinoids.

Special Rules: Hobgoblins have Night Vision to a range of 10 yards.

Basic Profile

M	WS	BS	S	T	W	I
4	33	14	3	4	7	30
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
1	29	29	24	24	24	18

•HUMAN•

Humanity is the most diverse and populous of all the humanoid races. Humans are versatile, adventurous creatures with a considerable capacity to absorb magical and martial training, and they make good wizards and soldiers as well as traders, merchants, farmers and artisans. They are the dominant species in the Old World.

Physique: Humans vary somewhat in height from individual to individual and also depending upon their general racial type. Few Humans exceed six feet six inches or are shorter than five feet. The Old World is a tough place; the Humans who inhabit its kingdoms and wildernesses have grown up amongst all sorts of perils and hardships, and are much stronger and more resilient than a typical modern human of our world.

There are several distinct Human races, but those who live beyond the borders of the Old World are mentioned but briefly here. Their culture and history will be covered in more depth in future supplements.

Old Worlders, or Men of the West, come from the Old World. This is the area dealt with in detail by these rules, and it is assumed that player characters will be Old Worlders.

Norsemen live in the Northlands, or Norsca, upon the northern borders of the Old World. They are a seafaring, warlike and feudal people, somewhat like the early mediaeval Vikings. They share their barren, rocky and undesirable homeland with the Norse Dwarfs, with whom they trade or war as the mood takes them. They speak a language called Norse, which is widely understood in the North of the Old World.

Arabians correspond closely to the Ottoman Turks of the sixteenth century. Although Araby comprises several ethnic groupings, and a number of states, these all owe allegiance to a single religious and secular centre of power controlled by a Sultan. Arabian society is feudal and perhaps not so technically advanced as that of the Old Worlders.

Steppe Nomads live on the northern steppes to the east of the Worlds Edge Mountains. They share this vast territory with a number of partly nomadic goblinoid tribes, but the steppe-lands are large enough to accommodate many different races without too much conflict. There are many different tribal groupings, speaking many tongues and worshipping many gods. What they all have in common is their way of life. Nomads are constantly on the move, living on horseback, or in wagons, hunting game, harvesting wild crops and managing their hard animals: horses, cattle and goats. They also keep domestic fowl as well as powerful hunting dogs.

Orientals comprise the largest single population of Humanity in the world. Their homelands are known as Cathay, and consist of a large number of independent states, many of which are not unlike the Far East of our own world in ancient times. There are many different languages spoken in Cathay, but the tongue of the administrative classes, Cathan, is understood by merchants and headmen almost everywhere. Technology and society varies tremendously from the stone-age head-hunting barbarians of the south to the ordered civilisations of the north, including Nippon and Imperial Cathay.

Other human types include the black-skinned Southrons of the South Lands and the red-skinned natives of the New World. Both of these groups are very primitive and have little contact with any of the major races. They live in very small tribal units, often with unique languages and cultures which vary tremendously within even a small geographic area.

Alignment: Any. Most Humans are Neutral.

Basic Profile

M	WS	BS	S	T	W	I
4	33	25	3	3	7	30

A	Dex	Ld	Int	Cl	WP	Fel
1	29	29	29	29	29	29

•LIZARDMAN•

Lizardmen are a race of bipedal humanoid reptiles, derived from a similar genetic stock to Troglodytes. They live in the deeper regions of natural cave systems, sometimes emerging to raid and take captives where the lower levels of Dwarven or Goblin holds break through into these formations. They are almost exclusively a subterranean race, and are rarely seen out in the open except sometimes at night. The only recorded Lizardman settlements have been small communities of 50 or fewer individuals, with crude drystone huts in larger caverns, but on the whole they seem to move from place to place in semi-nomadic hunting parties. Some tribes train and use Carnivorous Snappers (see *Animals & Monsters*) as hunting animals.

Lizardmen are socially primitive, but quite capable of organising themselves to fight or to produce the few material items they need. Their society seems to be structured on the basis of age, with the oldest individuals taking positions of command, while the strongest and most able are employed as temporary warchiefs or leaders of hunting parties. They will eat meat of any kind, including dead comrades, although they do not kill each other for food. They speak a unique language known as Ssissgl'k which defies transcription, but is full of clicks, snorts, hisses and other peculiar sounds. How long they have lived under the earth is not known, but it is believed that they are the oldest intelligent race in the Known World.

Lizardmen do not wear much clothing, but frequently adorn themselves with crude jewellery of bones and beads, and the occasional, elaborate headdress. A kilt or loincloth is generally the only garment. Because of their tough skins, they do not seem to have any concept of wearing armour, although they do occasionally employ shields.

Physique: Lizardmen vary in height between four feet and six feet six inches. They have tough, well-muscled arms and legs, thick necks and typical reptilian heads. Their tails are long and powerful. Their bodies are covered in tough scales, which can be of almost any colour from dull browns to irridescent blues and reds.

Alignment: Neutral.

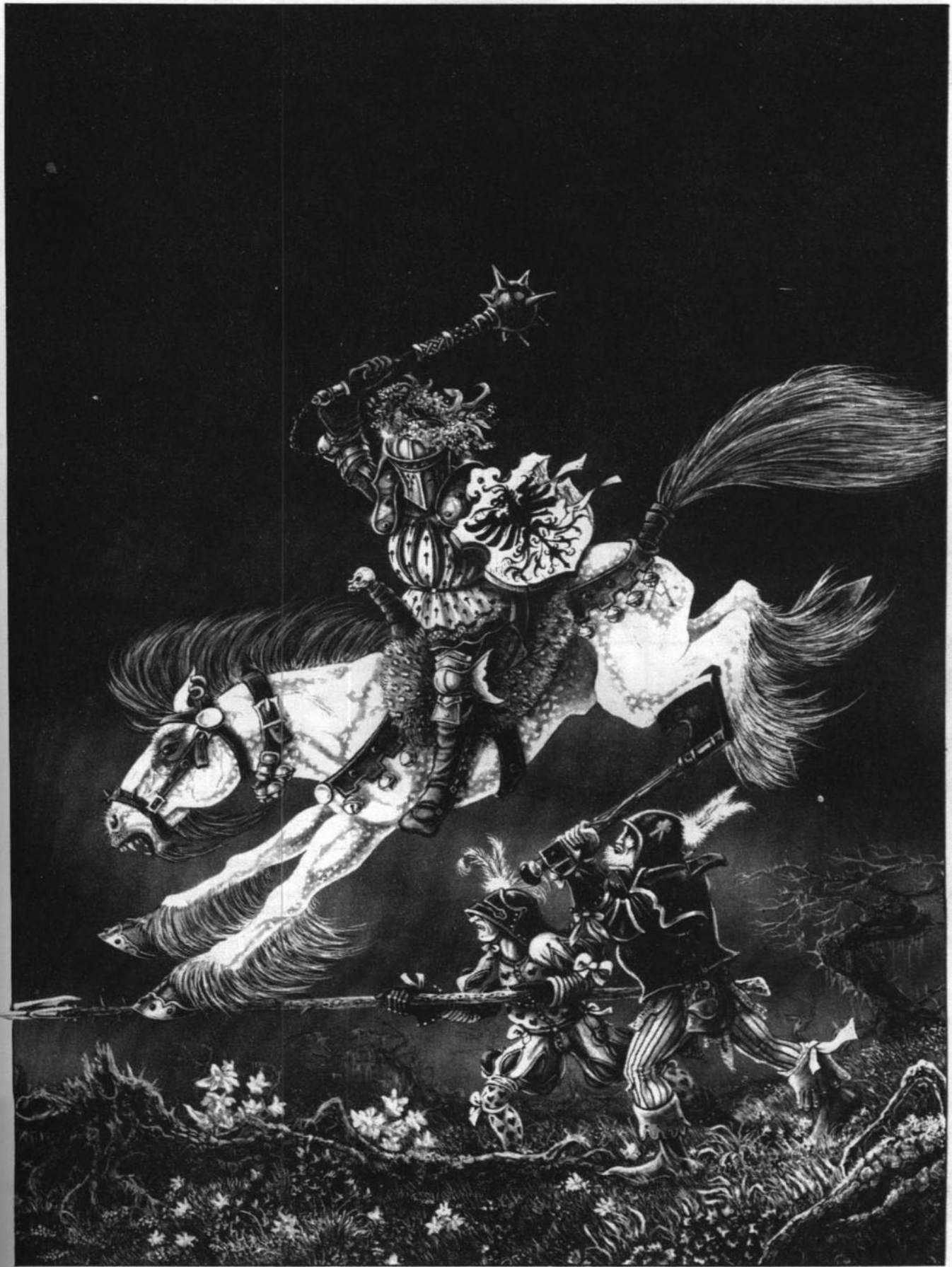
Psychological Traits: Lizardmen appear to have no emotions, and never panic. Thus, they are immune to *fear* and *terror.*

Special Rules: Lizardmen have very tough skins, counted as one point of armour. If captured, they are apparently unable to understand even the simplest questions, and will seek to escape at the first opportunity. Since they are given to eating captives of other races, they assume that all races do the same, which means they have nothing to lose by trying to escape, even against impossible odds. Lizardmen are immune to the stench given off by Troglodytes, and seem quite prepared to employ them as troops. They have Night Vision to a range of 30 yards.

Basic Profile

M	WS	BS	S	T	W	I
4	33	25	3	4	12	30

A	Dex	Ld	Int	Cl	WP	Fel
1	18	89	18	89	89	10



•MINOTAUR•

Minotaur is the name given to a specific form of giant beastman, which combines the physical and mental attributes of Human and bull - and occasionally those of other creatures as well. These ferocious monsters of Chaos are brutal in behaviour, and perverted in thought, with insatiable appetites for living flesh. They delight in tearing live victims apart and eating their flesh before their eyes. Warm flesh and blood has an intoxicating effect on Minotaurs, and their feeding sessions quickly become orgies of savagery and torture. Their favourite food is man, but they will eat most living creatures and will even turn to cannibalism if they cannot find any other source of food.

Minotaurs may be found deep within the ancient forests of the Old World, from where they mount spectacular hunting raids on small towns and other settlements, often accompanied by other Chaos Beastmen and Warriors of Chaos. They are fearsome fighters, but their brutish intelligence prevents them from using weapons of any complexity or manufacturing their own weapons or armour.

Physique: Minotaurs are giant Humans with the heads of bulls, and often other chaotic features as well. Their skin is dark, while their heads are usually black with off-white or yellowish horns. Some Minotaurs carry the blessings of the Chaos Gods in the form of goatlike legs with coarse black hair. Eyes are normally red, while the exposed skin around the ears and muzzle may be grey or pinkish.

Alignment: Chaotic.

Psychological Traits: Minotaurs cause *fear* in living creatures under 10 feet high.

Special Rules: Minotaurs are *subject to blood lust*; if a minotaur kills or disables an opponent and there is no other opponent within reach, it must test against its Cool or begin to eat. If attacked while eating, it will fight those who have disturbed it, and its Attacks score is temporarily doubled until it is able to resume feeding.

Basic Profile

M	WS	BS	S	T	W	I
6	41	25	4	4	17	30
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
2	18	66	18	29	24	10

•OGRE•

Ogres are gross, ugly humanoids who love to fight and kill. However, they are not particularly discriminating, and will hire their services out to the highest bidder. They are not an overly cruel race, but they are brutal and have little respect for the weak or helpless. Formerly Human, they were tainted in the unfathomably distant past by the effects of Chaos upon their northern homeland. Ogres were once common in Norsca and even the northern part of the Old World, but now they are a rare and diminishing race. They live for eating and fighting, and their main god is called 'The Great Maw'. Although their digestive systems are puny compared to those of a Troll, they will eat almost any animal or vegetable matter, and their terms for other races nearly always translate into 'food', 'vittles' or some similar term. One story sums up typical Ogrish attitudes to eating and fighting: an Ogre mercenary captain is said to have said to his human employer during a battle, 'Oy, slim! Shift yer starters and we'll make breakfast!', which is roughly translatable as, 'I say, insignificantly small person, if you would like to move your front rank out of our way, we shall engage the enemy.'

Most Ogrish idioms concern food and eating, and those ogres who speak human tongues have a habit of translating these literally, which creates interesting problems of communication. 'Slim' is a term applied to most non-Ogres in conversation, and occasionally an Ogre will address another Ogre as 'slim' by way of an insult. When something is unspeakably bad or horrifying, an Ogre might say 'It nearly put me off me tea', while 'troll's leavings' is a term with the same meaning as 'Sweet FA'. Eating contests are popular amongst Ogres, as a form of duel, and the ultimate triumph for an Ogre is to win the contest by eating his opponent. Ogres speak their own snorting, growling language, known as Grumbarth, although many can get by in Norse and a few have a smattering of Old World languages.

Ogres wear very basic dress, usually natural furs and leather, or materials they can steal or trade from cooperative humans. They favour immense bludgeoning and chopping weapons.

Physique: Ogres are large humanoids, about 12 feet tall and almost as broad. Their bones are massive, and their entire skeleton is heavily built, giving them a coarse-appearance.

Ogres are very well-adapted to withstand cold and adverse conditions, with very few nerve-endings or blood-vessels near the surface of the skin. Their skin, which is almost as thick as that of a bull, is usually a dark, dull, brown or grey colour, and their coarse hair is normally black, grey or white.

Alignment: Neutral.

Psychological Traits: Ogres cause *fear* in living creatures under ten feet high.

Basic Profile

M	WS	BS	S	T	W	I
6	33	17	4	5	17	30
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
2	18	18	14	18	29	10

•ORC•

Orcs are powerful warriors - the toughest of the goblinoid races, and often install themsleves as leaders of their weaker cousins. They are repulsive monsters who love inflicting pain, and delight in cruelty and slaughter. Orcs are always fighting, and if they cannot find enemies to fight they will fight each other. The whole of Orc technology and culture is geared towards conflict. They are dangerous individual foes, but lack the organisation or motivation to present any real long-term threat to humanity. Orcs speak the common Goblin tongue, usually about four octaves lower than any Goblin.

Physique: Orcs are the largest of the goblinoid races, and can often reach almost seven feet in height. They are powerfully-built, with crooked legs and a shambling, ape-like gait. Their arms are long, so that their huge hands almost reach to the ground. Their faces are brutal with huge teeth and jaws, and their small piggy eyes peer from underneath ugly, overhanging bony ridges. Skin is often greenish or a dark olive brown, and is covered in warts, scars and filth.

Alignment: Evil.

Psychological Traits: Orcs are *subject to animosity* towards goblinoids of other tribes or races than their own.

Special Rules: Orcs have Night Vision extending up to 10 yards.

Basic Profile

M	WS	BS	S	T	W	I
4	33	25	3	4	7	20

A	Dex	Ld	Int	Cl	WP	Fel
1	29	29	18	29	29	18

•ORC, Black•

Black Orcs are the largest and most terrible of all the goblinoid races. Their awesome size and strength is reputed to be the result of age-old tribal cannibalism whereby the smaller and weaker Orcs are eaten - often alive. This violent method of selective breeding - known in Orc terms as 'runt noshing' - has produced a breed of Orc that carries the evil traits of its race to the very worst excesses. Mercifully, it has not increased the race's low intelligence. Powerful creatures as they are, living only for warfare and destruction, it is almost as though they were deliberately bred by some twisted intelligence, intent on creating a master warrior. Their strength and size suits them admirably for this, but their violent, unthinking nature precludes the discipline required by such a design.

Black Orcs normally dress in filthy and tattered furs, with pieces of armour scavenged from the battlefield. Helmets are worn by those who can obtain (and keep) them. The larger and more elaborate a helmet, the greater the prowess of its wearer.

Physique: Black Orcs are by far the largest of the goblinoid races. Their squat powerfully-muscled bodies range from 6 to 8 feet in height, and they are almost as broad as they are tall. Long centuries of inbreeding have led to certain Orcish features being exaggerated in the Black Orcs, and their broad, protruding lower jaws have earned them the nickname 'bulldog heads'. As their name suggests, Black Orcs are invariably dark-skinned; dark brown and grey are the commonest colours.

Alignment: Evil.

Psychological Traits: Black orcs naturally victimise (and occasionally eat) members of the other goblinoid races, and are *subject to animosity* with an extra 10% penalty on the dice roll.

Special Rules: Black Orcs have Night Vision with a range of 10 yards.

Basic Profile

M	WS	BS	S	T	W	I
4	33	25	4	4	7	30

A	Dex	Ld	Int	Cl	WP	Fel
1	18	29	18	29	29	14

•ORC, Half-Castes•

Half-Orcs are the spawn of mixed races, chiefly Humans and goblinoids. All such creatures are commonly called Half-Orcs, although in fact they may have Hobgoblin or Goblin blood. Outcasts from both Human and goblinoid society, they generally group together as brigands and mercenaries, and may appear in goblinoid armies on rare occasions. They have been used both as slaves and mercenaries by Human society, but are now generally regarded as too dangerous to be kept near Human communities. Several states have embarked on campaigns of extermination, which may have driven them closer to the Orcs and other goblinoids. They speak the common Goblin tongue, and some individuals speak a debased form of local Human languages.

Physique: These creatures look like a cross between Humans and goblinoids, just as you would expect. Some have characteristically Orcish heads, whilst others resemble Humans more closely, but maybe have slightly ape-like arms or crooked legs. Appearance is very variable. Skin and hair colour usually approximate to those of the creature's progenitors.

Alignment: Neutral or Evil. Most are Evil.

Psychological Traits: Half-orcs are *subject to animosity* towards all other humanoids. Because they are outcasts, tests are made with a 10% penalty.

Basic Profile

M	WS	BS	S	T	W	I
4	33	25	3	3	7	30

A	Dex	Ld	Int	Cl	WP	Fel
1	29	29	24	29	29	18

•SKAVEN•

Skaven are a race of beastman combining the natures of man and rat. They came into being among the ruins of the Old Slann civilisation, when giant rats were mutated by their exposure to a mighty source of raw magic, imbued with all the corrupting power of Chaos. This material is known as 'Warpstone' and in its unrefined form is very dangerous - prolonged exposure to it producing severe mutations or death. The Skaven, however, not only have a high resistance to Warpstone, but actually gain energy by consuming it in a powdered, refined form.

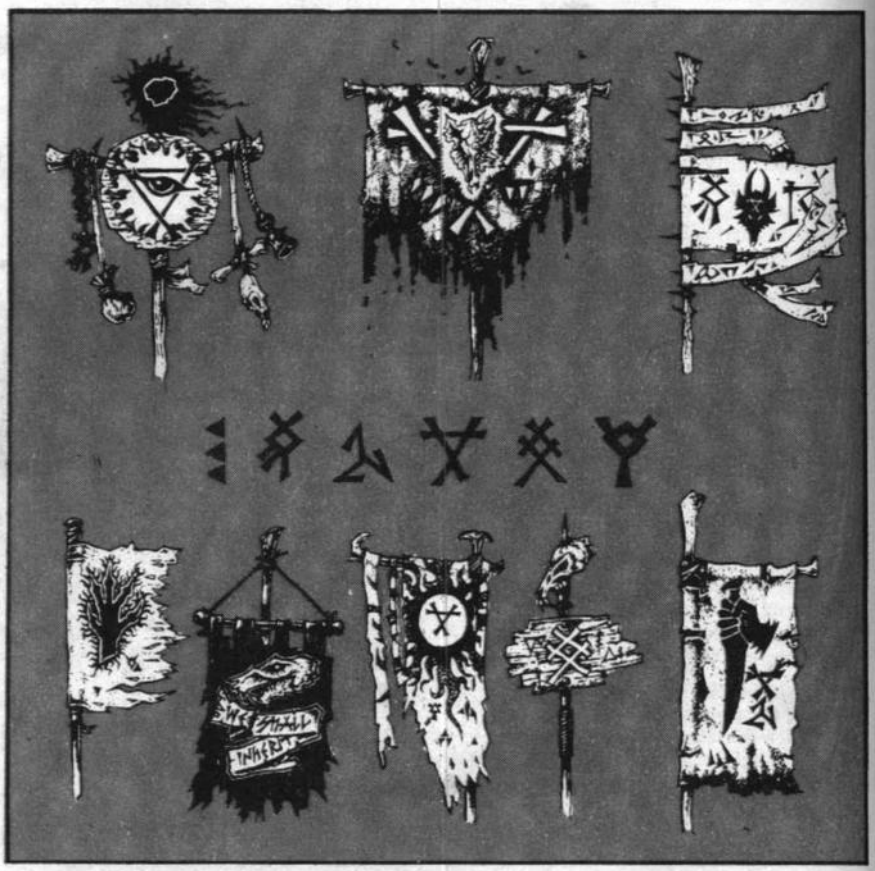
Skaven strongholds are scattered beneath ancient ruins all over the Known World, from which a spider's web of tunnels and warrens connects them to the sewers and drains beneath living cities. The Skaven's legendary capital of Skavenblight is rumoured to be situated deep in the great and desolate marshes of north-western Tilea. They worship a Chaos god known as The Horned Rat, whose high priests go by the name of the Thirteen Lords of Decay. The direct servants of these priests are an order of shamans called The Grey Seers, while the bulk of Skaven society is organised into clans, including the warlock-engineers of Clan Skryre, the assassins of Clan Eshin, the Plague Monks of Clan Pestilens, and the slave-warpers of Clan Moulder. In addition, there are numerous Warlord Clans, most of which are little more than packs ruled over by the strongest individual. The warlord clans make up at least 75% of the Skaven population, and form the bulk of any fighting force.

Skaven wear dark, ragged clothing over whatever assorted armour they possess. This is usually made from animal hides augmented with metal plates, studs, and tattered bits of mail scavenged from battlefields. Clan symbols are prominently displayed on clothing and shields, and sometimes dyed or even branded into the fur. Favourite weapons are long knives with notched or serrated blades, sometimes mounted on poles, but they also employ a variety of hooked and entangling weapons.

Physique: Skaven take the form of giant rats in a twisted parody of Human form, between 4 and 6 feet tall. Other details vary widely, as they are rooted in Chaos. Except for their ears and tail, they are covered in close-growing fur. Most are either brown or piebald, but some are black, white, or grey. White Skaven can be proficient sorcerors, while the rare grey Skaven are most likely to bear some form of Chaotic mutation.

Alignment: Chaotic.

Special Rules: All Skaven have Night Vision to a range of 30 yards. The knives and bites of skaven have a base 35% chance of causing *infected wounds*. Some mutants have prehensile tails which can wield an additional weapon, and 10% of all weapons are envenomed with a *deleriant* (see *Poison*). Grey Seers and Clan Skryre are magicians of level 1-4, with 3D6 magic points at each level. They regain magic points *only* by consuming pieces of refined *warpstone*, which gives them D6 points.



Basic Profile

M	WS	BS	S	T	W	I
5	33	25	3	3	7	40

A	Dex	Ld	Int	Cl	WP	Fel
1	24	24	24	18	29	14

•SNOTLING•

Snotlings are the smallest of the goblinoid races. They live in large, close communities amongst dense forests, inhabiting underground 'sets' or caves, excavated around tree roots or under rocks. Although theoretically concealed, entrances to a Snotling set are easily recognised by the large piles of dung, offal and rubbish that surround them, and the stench should make the general location of a set fairly evident to anyone with any sense of smell - a Snotling's idea of personal hygiene is pretty disgusting! Setmates recognise each other by smell, and Snotlings take great trouble to acquire precisely the right odour. They are highly gregarious, and always appear in large numbers; they hate to be alone.

Although Snotlings make use of weapons and clothing, they manufacture nothing, prefering to steal and convert goods from other races. Thus, their clothing is often very basic - crude loincloths and other rags. Snotlings only attack openly when they outnumber their prey by at least ten to one, otherwise they stick to stealth and hit-and-run tactics. Their weapons generally consist of knives, which they wield as swords, and small spears, axes and clubs. They also use nets, and many sets cultivate weird fungi and poisonous mushrooms from which they make "spore weapons".

Unlike the other goblinoid races, Snotlings are neutral in alignment - they do have evil tendencies, but their more dastardly acts, such as filling a sleeper's hat or sandwiches with their bodily waste, result from their primitive sense of humour rather than from their alignment. Their dialect of the common Goblin tongue is known as Snotgob.

Physique: Snotlings look like very small goblins, standing only 2-3 feet tall. Their skin colour cannot usually be determined, however, for their bodies are invariably encrusted with soil and worse substances.

Alignment: Neutral.

Psychological Traits: Snotlings are not subject to inter-goblinoid *animosity* (they are too stupid to recognise the relationship involved), but they have a dim animal cunning which prevents them from being *subject to stupidity*. When Snotlings do not outnumber their foes by at least ten to one, they are *subject to fear*. A lone Snotling is subject to *terror*.

Special Rules: Snotlings are immune to the effects of *moulds*, and use a variety of spore weapons, which can be thrown up to 15 yards and have the same effects as red or yellow mould (see *Animals & Monsters - Fungus & Moulds*). They have Night Vision to a range of 10 yards.

Basic Profile

M	WS	BS	S	T	W	I
4	17	17	1	1	3	30

A	Dex	Ld	Int	Cl	WP	Fel
1	14	14	14	14	14	14

•TREEMAN•

Treemen are large humanoid creatures, closely resembling trees. They live almost forever, inhabiting dense forests where they cultivate and guard the trees as if they were flocks. Treemen are solitary, slow, naturally peaceful creatures. During the last thousand years they have almost become extinct, as forests have been cleared by other races. They speak their own language, but many also speak Elvish and a few have learned Old Worlder from the Human Druids and Elementalists who sometimes visit them. Otherwise they avoid contact with other races. Many Old Worlders no longer believe that they even exist.

In combat, they attack four times a round with their club-like fists.

Physique: Treemen resemble trees, with a bark-like skin and branch-like arms and legs. The number of digits on hands and feet can vary, but they always have two arms and legs. They have no necks, and are not agile or athletic. All Treemen are over ten feet high.

Alignment: Good.

Psychological Traits: Treemen are *flammable*, and any Treeman taking fire damage will become *subject to frenzy*. They hate all goblinoids because they are defilers of the forests, and cause *fear* in living creatures under ten feet tall.

Special Rules: Although they cannot wear armour, their tough skin counts as two points of armour. Treemen can throw rocks up to a distance of twenty four yards with a Strength of 6; because they are so slow and cumbersome, they cannot move and throw rocks during the same round.

Basic Profile

M	WS	BS	S	T	W	I
6	79	25	6	7	36	20

A	Dex	Ld	Int	Cl	WP	Fel
4	24	89	66	89	89	24

•TROGLODYTE•

Troglodytes are closely related to Lizardmen, whom they resemble in all but size, and for whom they often act as warriors and guards. Although they are rarer than Lizardmen, Troglodytes are greatly feared and are formidable opponents, often being employed as 'shock troops' by the Lizardmen. They are extremely stupid, and therefore do not rise to positions of leadership within Lizardmen communities. They have no appreciation of tactics in a battle, and are simply pointed at the enemy and told to kill. Frequently, they even fail to notice when an opponent is dead, mindlessly continuing to beat and rip a corpse for some time after it has ceased to put up any resistance. Troglodytes emit a nauseous stench which is repulsive to non-reptilians, and speak a dialect of the same sibilant tongue as Lizardmen.

Physique: Troglodytes are over ten feet tall, but otherwise identical to Lizardmen. They are well-muscled with typically rep-

tilian scaled heads and broad tails. Scale colours vary in the same way as the smaller Lizardmen, greens being the most common.

Alignment: Neutral.

Psychological Traits: Troglodytes are *subject to stupidity*, and when one kills an opponent, it must make an Intelligence test or fail to notice that its victim is dead; it will then continue to attack the corpse, testing on Intelligence every round and only stopping when a test is finally passed. Troglodytes also cause *fear* in living creatures under ten feet high.

Special Rules: Troglodytes have tough skins which count as one point of armour all over their bodies. Their nauseating stench affects all non-reptilian creatures fighting them, giving their opponents a 10% penalty to WS. Troglodytes have Night Vision to a range of 30 yards.

Basic Profile

M	WS	BS	S	T	W	I
4	33	25	4	4	10	10

A	Dex	Ld	Int	Cl	WP	Fel
2	14	89	14	89	89	10

•TROLL•

Trolls are ugly and loathsome creatures of vaguely humanoid appearance. They are related to Ogres, but have been more deeply affected by Chaos, and still continue to produce Chaotic mutations. They live like wild animals in small groups, raiding settlements for food as the need or whim takes them. They live for eating,

and their digestive system is able to cope with almost anything (including, it is rumoured, solid rock). Indeed, it is said that a Troll is the only thing that an Ogre will not challenge to an eating match - because they know that they stand no chance against the Troll's volcanic digestion. Their digestive juices are among the most powerful acids known in the Old World, and disembowelling a Troll can often result in death for both combatants, as the acid gushes out. Occasionally, the few indigestible remains of past meals, such as gold and gems, can be found in a Troll's gizzard, although it seldom repays the risks of obtaining it. Trolls' sensitive ears and noses can detect the sounds and smells of a battlefield over a distance of several miles, and in Norsca and the more northerly parts of the Old World it is not unknown for a group of Trolls to appear at the edge of a battle and begin eating whatever is closest to them. While they are capable of eating practically anything, they much prefer meat or carrion, and when a Troll kills an opponent it will often lose interest in the rest of the battle and sit down to eat. Trolls have little command or understanding of language, but some speak a debased version of Norse (very slowly).

They are unhygienic, dirty and disgustingly smelly creatures, and it is common for a variety of fungi to grow on some parts of their bodies. Because of their unpredictable eating habits, Trolls are often covered in the remains of their last meal. They do not wear armour, and only occasionally use weapons; these are always of the crudest kind, consisting mainly of tree-trunks wielded as clubs, although they have been known to use axes captured from Giants and Ogres, sometimes even holding them by the right end. Trolls have the ability to *regenerate* damaged body tissues - so that even a slain Troll can sometimes come back to life.

In combat, they attack with two *claws* (or twice with a weapon, if carried), and one *bite*.

Physique: Trolls are large monsters, well over ten feet tall. Although they may look skinny or comical, their twisted bodies are very strong, with heavy bones and sinews like ship's cables. Trolls can be of almost any colour, most being brownish or greenish.

Alignment: Evil or Chaotic.

Psychological Traits: Trolls are *subject to stupidity*, and a failed *stupidity* test means they will begin to eat the nearest thing, even if it is made of stone. If a Troll kills or disables an opponent and there is not another opponent within reach, it must pass a Cool test or begin to eat. If attacked while eating, it will fight those who have disturbed it, and its Attacks score is temporarily doubled until it is able to resume feeding. Trolls cause *fear* in living creatures under ten feet high.

Special Rules: Trolls can *regenerate* damage. A Troll suffering wound damage, even to the point of death, may be able to regenerate wounds. One wound point is regenerated every game turn (minute), up to the creature's full maximum. Wounds caused by fire or by corrosive acids cannot be regenerated. A Troll whose wounds total falls to five or less cannot attack or move until it has regenerated to at least six wounds in total. If a critical hit result indicates that a Troll's lower body is pierced, acid sprays over an area of 3 yards in a semi-circle in front of it, causing D3 strength 10 hits on all in the area. Armour provides no protection against this, and non-magical armour and weapons are automatically ruined.

Basic Profile

M	WS	BS	S	T	W	I
6	33	9	5	4	18	10

A	Dex	Ld	Int	Cl	WP	Fel
3	14	14	14	24	24	6

•WARRIOR OF CHAOS•

Warriors of Chaos are the servants and worshippers of the foul Chaos Gods. They also swept inexplicably from the North during the Incursions of Chaos. Together with the other Chaotic creatures, they came out of nowhere and broke upon the lands of Norsca and the Old World. A long and bloody war was fought by the men and Dwarfs of those lands against the invaders, a war which ended in the retreat of Chaos to the Far North, where it more or less remains today. However, even now, over a hundred years later, bands of black-armoured

Chaos Warriors still raid the north of of the Old World. Some have even established permanent camps amongst the Old World forests and in the passes of the Worlds Edge Mountains. They have each devoted themselves to one of the foul gods of Chaos, and will fight followers of other Chaos gods with the same ferocity with which they prey on the Old World.

Each Warrior of Chaos is gifted by his dark god with one or more *Marks of Chaos*, usually physical mutations. The armour which characterises Chaos Warriors is also a gift, and may have magical properties. Their helmets are often elaborate to the point of impracticality, laden with strange and evil designs. They can use almost any kind of weapon, although they particularly favour large axes, swords and pole-arms.

A Warrior of Chaos who pleases his foul god may be chosen to become a Champion of Chaos, leading a group of Beastmen; Champions and their followers will be covered in more detail in future supplements. A few examples of the gifts bestowed upon Chaos Warriors are given below, but a fuller treatment of Chaos Warriors and their deities will also appear in forthcoming supplements. Warriors of Chaos speak a strange language called the Dark Tongue, also spoken by Beastmen.

Physique: Apart from the range of weird mutations which they may display, Warriors of Chaos are basically Humans of massive build, although their features are invariably hidden by their elaborate helmets.

Alignment: Chaotic.

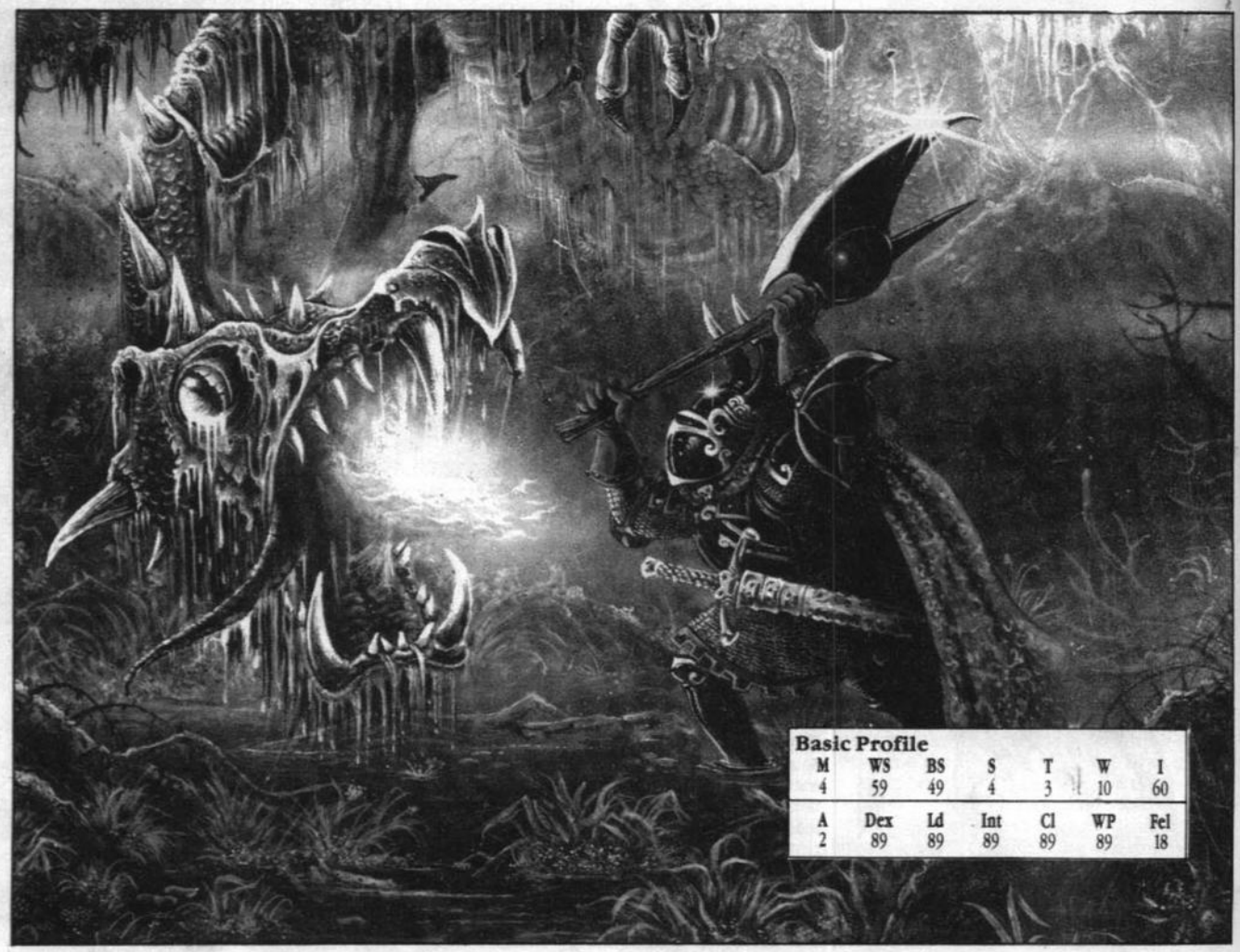
Special Rules: In the same way as Beastmen, Chaos Warriors vary a great deal depending on how they have been favoured by their God. The profile that follows represents an average Warrior. Warriors of Chaos can act as leaders of any Chaotic or Evil troops. It is common for them to lead Beastmen.

The number of mutations with which a Chaos warrior has been blessed can be determined by rolling a D6. A result of 1-5 means one mutation; a result of 6 means 1D3 mutations. The type of mutation may be found by rolling a D10 and consulting the table below:

Die Roll	Mutation
1	Skull Face
2	Rotting Face
3	Beast Face
4	One Eye
5	Three Eyes
6	Beast Legs - +1D4 Movement
7	Headless - face is set into chest
8	Face upside-down
9	Unnatural Skin Colour
10	Horns - may make additional *gore* attack

A Chaos Warrior's armour has a 10% chance of having some magical attribute. Roll a D6 and consult the list below:

Die Roll	Attribute
1	Effect as permanent *Armour Rune*
2	Effect as permanent *Protection Rune*
3	Armour has become part of skin; cannot be removed, but does not encumber.
4	Effect as permanent *Spell Rune*, causing *fear* in all who see it.
5	Armour causes +10% Ld gain, with respect to Beastmen only.
6	Armour negates the effects of psychological traits on the wearer.



Basic Profile

M	WS	BS	S	T	W	I
4	59	49	4	3	10	60

A	Dex	Ld	Int	Cl	WP	Fel
2	89	89	89	89	89	18

•ANIMALS AND MONSTERS•

Amoeba
Amphisbaena
Basilisk
Bat, Giant
Bat, Normal
Bear
Beetle, Giant
Bloodsedge
Boar
Bog Octopus
Carnivorous Snapper
Cat, Wild
Chameleoleech
Chimera
Dog, War
Hobhound
Doppelganger
Dragon
Dragon Turtle
Eagle
Fen Worm
Fungus & Mould
  Fluorspore
  Purple Mould
  Red Mould
  Yellow Mould
Goldworm
Griffon
Harpy
Herd Animal
  Bison
  Elk
Hippogriff
Horse
  Warhorse
Hydra
Jabberwock
Lashworm
Leech, Giant
Manticore
Owl, Giant & Normal
Pegasus
Rat, Giant & Normal
Razorbill
Sand Clam
Scorpion, Giant
Small Animal
  Fox
  Frog
  Otter
  Rabbit
  Raven
  Squirrel
  Stoat
Snake, Giant & Normal
  Rattler, Giant
  Rock Serpent
  Viper
Spider, Giant
Sunworm
Swarm
Unicorn
Werecreature
Wolf, Great & Pack
Wyvern
Zoat

There are a great many different animals and monsters in the Old World, and it is not really practical to give detailed guidelines on all of them. Some are intelligent, and some are not; some are merely a nuisance, and others are fully capable of wiping out all but the strongest party. Most of these creatures have an animal level of intelligence, and many might be distracted by food, loud noises, bright lights and so on. They will have a healthy respect for violence, and most will retreat rather than prolong a combat if met with determined resistance.

•AMOEBA•

Amoebae are huge, single-celled creatures with bodies made of soft, jelly-like protoplasm, hence their popular names of jellies, slimes and blobs. They flow over solid surfaces, or swim through liquids with an undulating motion, and can move over almost any surface, including walls and ceilings, seeping through even the narrowest of cracks and crevices.

Amoebae feed upon all forms of living matter, including fungi, mosses, plants and animals. Their usual diet is dead animal tissue, but they will attack living creatures equally readily, flowing forward to engulf the victim. Food is absorbed directly through the cell wall and is digested by powerful enzymes. Amoebae have no capacity to absorb minerals or metals, which pass out of their bodies unharmed. They are not sensitive to light and sound, but can detect heat and are able to sense food by touch. They are drawn towards sources of heat, which they associate with food, but they will shrink from a naked flame once it has wounded them. Extremes of cold also repel them.

Physique: Amoebae are completely formless. They can reach almost any size, although they rarely exceed ten feet in length. Colours vary; most are grey or whitish, but many are transparent.

Alignment: Neutral.

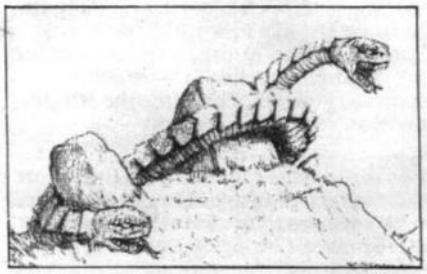
Psychological Traits: Amoebae are not affected by any psychology, and cannot be forced to retreat from combat, except by heat or cold.

Special Rules: In combat, amoebae advance relentlessly, forcing their opponents to give ground or be engulfed. Engulfed opponents are drawn inside the amoeba's body, where they receive one additional wound per round, irrespective of modifiers. Characters engulfed by an amoeba are capable of fighting so long as they remain alive but can only be released if the amoeba is slain.

Basic Profile

M	WS	BS	S	T	W	I
4	33	0	3	5	11	30

A	Dex	Ld	Int	Cl	WP	Fel
3	-	0	0	0	0	-



•AMPHISBAENA•

An amphisbaena is a very large snake with a head at both ends. In combat, the creature can make a *bite* attack in any two directions at once, as well as being able to wrap itself around its victim (this counts as a *constriction attack*), and possibly pinning him or her (see *Special Attacks*). An amphisbaena can survive with only one head.

Like all snakes, amphisbaenae have poor eyesight, but are able to sense warm-blooded creatures accurately within twenty yards. Lanterns or torches will confuse them, reducing their Initiative by D6 x 10 for that round.

Physique: A giant snake, with a head at either end. An amphisbaena can reach over twenty feet long, and even a small one would be over ten feet.

Alignment: Neutral.

Psychological Traits: Amphisbaenae *fear* fire, but otherwise they are immune to all psychology rules. They cause *fear* in living creatures under ten feet tall.

Special Rules: Amphisbaenae may *bite* with either or both heads *or* may *constrict*. Characters hit by a *constriction* attack must check to see whether their arms are free or not (see *Monster Attacks*), and can only escape either by making a test against Strength x10, or by killing the creature. Bite attacks are *venomous*, and characters failing a Poison test (T x10) will die in 2d6 rounds.

Basic Profile

M	WS	BS	S	T	W	I
4	33	0	4	3	11	60

A	Dex	Ld	Int	Cl	WP	Fel
1	-	14	5	43	43	-

•BASILISK•

The Basilisk is a huge, eight-legged reptile which prefers to live in warm or underground places. It is a creature of Chaos, originating from the very first Incursions of Chaos, and is now well-established in the Old World, if not common. Basilisks are extremely dangerous beasts, whose *gaze* can petrify living creatures. The petrifying effect has a range of ten yards, and can affect a single creature per round. The victim must make a Magic test, or be turned to stone instantly. The effect is permanent. In ad-

dition to their *gaze* attack (see *Monster Attacks*), basilisks attack with two *claws* and one *bite*.

Physique: A 15-foot-long lizard, with eight legs ending in clawed feet and a broad head with powerful jaws.

Alignment: Chaotic.

Psychological Traits: Basilisks cause *fear* in living creatures under ten feet tall.

Special Rules: Characters who are *not* surprised may attempt to avoid the creature's *gaze* by covering or otherwise averting their eyes. However, they then attack with a -25% penalty to WS, and the basilisk attacks them with a bonus of +25% to WS. The Night Vision of a basilisk extends up to 20 yards.

Basic Profile

M	WS	BS	S	T	W	I
4	33	0	5	4	11	30

A	Dex	Ld	Int	Cl	WP	Fel
3	-	14	14	14	14	-

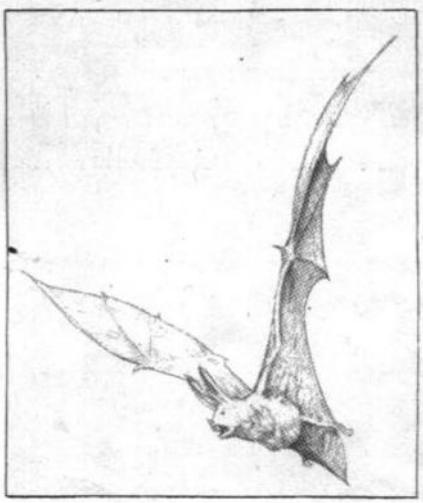
•BAT, Giant•

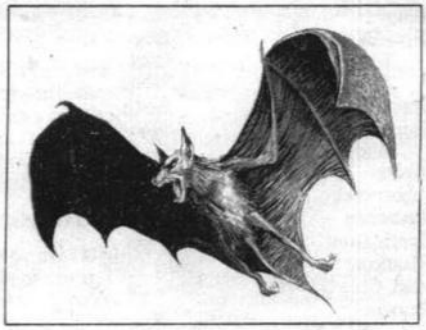
These nocturnal creatures are not only very large, but are also ferocious predators, capable of attacking and killing an animal the size of a man. They are also cunning scavengers, feeding off the carcasses of larger creatures and found most commonly in the forests of the eastern Old World. The Old World Vampire (see *Undead*) has the ability to transform itself into a Giant Bat.

Physique: The body of a Giant Bat measures almost four feet from nose to tail, and is covered with jet-black fur. The head resembles that of a dog, and the mouth is equipped with long, sharp teeth.

Alignment: Neutral.

Special Rules: Giant Bats fly as *hoverers* and their Move score given below is for ground movement. When flying, their mobility allows them to attack in any





direction, irrespective of facing, and in the first round of combat they gain a +10% bonus to Initiative - unless attacking in illumination equivalent to daylight. The natural "sonar" of a Giant Bat allows it to "see" up to 20 yards in total darkness. There is a 35% chance that the bite of a Giant Bat may cause *infected wounds* (see *Monster Attacks*, and *Disease*).

Basic Profile

M	WS	BS	S	T	W	I
1	33	0	2	2	5	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	10	14	24	24	-

•BAT, Normal•

Normal Bats in the Old World are very like those of our own: small, nocturnal flying predators which feed mainly on insects. Some of the larger species skim the surfaces of lakes and ponds, catching fish or frogs. Druidic Priests can have spirit Bats as familiars (profile as below, but Int 80), and some spellcasters are able to summon swarms of bats (see the **Magic Section** - *Summon Swarm*).

Physique: Bats can vary from little more than an inch long to just under six inches, with a wingspan from six inches to two feet or more. Colouring is generally black or dark brown.

Special Rules: Bats fly as *swoopers*, but are almost helpless on the ground. However, they can crawl slowly up trees or walls in order to resume flight. They attack with one *bite*, and although this is generally too weak to cause injury to humans, there is a 25% chance that it may cause *infected wounds* (see *Monster Attacks* and *Disease*). Bats' natural "sonar" allows them to "see" up to 15 yards in the dark, and in the first round of combat they get a +20% bonus to Initiative - unless attacking in illumination equivalent to daylight.

Basic Profile

M	WS	BS	S	T	W	I
*	59	0	0	1	1	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	14	5	29	29	-

•BEAR•

The Mountain Bears of the Old World are large, powerful beasts whose skins are prized by all races (the value of *undamaged* pelt is 5D6 GCs). Nearly all are over ten feet tall, and they fight with two *claw* attacks.

Physique: These powerfully-built animals exceed 10 feet in height. Their colour varies from brown to black.

Alignment: Neutral.

Psychological Traits: Wounded bears are *subject to frenzy*, and cause *fear* in living creatures under ten feet tall.

Basic Profile

M	WS	BS	S	T	W	I
4	33	0	4	4	11	30

A	Dex	Ld	Int	Cl	WP	Fel
2	-	24	10	24	24	-

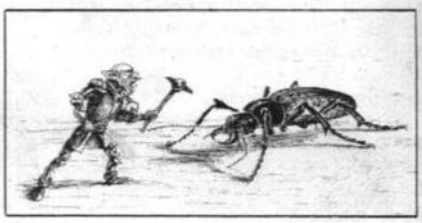
•BEETLE, Giant•

Giant Beetles are large, carnivorous insects, inhabiting damp and dark places - usually underground. Some varieties are capable of flight, but they usually only do so at night. Giant Beetles *bite* twice a round with their large, horny mandibles.

Physique: Most Beetles are under 10 feet long, but virtually any size is possible at the gamesmaster's discretion. Appearance will also vary from species to species.

Alignment: Neutral.

Psychological Traits: Beetles are subject to *fear* of fire, but are otherwise immune to all psychological effects.



Special Rules: Beetles fly as *landers* and their hard, chitinous carapaces give them the equivalent of plate armour (2 armour points all over). There is a 40% chance that the *bite* of a Beetle may cause *infected wounds* (see *Monster Attacks* and *Disease*). Beetles have Night Vision extending to a range of 20 yards.

Basic Profile

M	WS	BS	S	T	W	I
5	33	0	3	3	11	10

A	Dex	Ld	Int	Cl	WP	Fel
2	-	43	2	24	6	-

•BLOODSEDGE•

The Bloodsedge is a plant which displays many characteristics more common amongst predatory animals. Although it cannot move its main root system, its branches are highly mobile and very strong. It looks like an ordinary bush or shrub, but should any creatures pass within five yards it will burst into action, branches flailing about, searching for the source of the disturbance. As soon as a branch locates a solid body, it curls tightly around it and drags the victim towards the plant's sticky and noisome trunk. There, the victim is held fast while the plant's digestive juices get to work, transforming prey into mushy nutrients which are absorbed directly through the spongy bark or which enrich the ground at the plant's foot.

Physique: The Bloodsedge can appear as many different species of bush or shrub; only characters with Identify Plant skill can identify it before it attacks.

Alignment: Neutral.

Psychological Traits: As a plant, the Bloodsedge is immune to all psychological effects, but fire will cause it to shrink away, releasing any victims currently held.

Special Rules: The flailing branches are counted as a single attack. Any target within five yards may be hit by a *constriction* attack - a successful hit causes D6 wounds and may pin the victim (see *Monster Attacks*). If a hit causes Wounds loss, the victim is dragged towards the plant's trunk where D6 points of additional damage is received each round thereafter - irrespective of all modifiers. A character captured by a Bloodsedge can escape either by inflicting three or more wounds to the plant with a single blow, or by making a test against Strength x10.

Basic Profile

M	WS	BS	S	T	W	I
0	33	0	3	3	5	60

A	Dex	Ld	Int	Cl	WP	Fel
1	-	0	0	0	20	-

•BOAR•

The Boars of the Old World are much larger than those of our own world. They are almost as big as a horse, and if properly trained they can be ridden by creatures under ten feet tall. Goblins in particular like to use them as mounts. Boars attack by *goring* with their tusks.

Physique: These large, hairy, pig-like creatures have prominent snouts and sharp tusks. They are usually grey in colour and measure about six feet in length.

Alignment: Neutral.

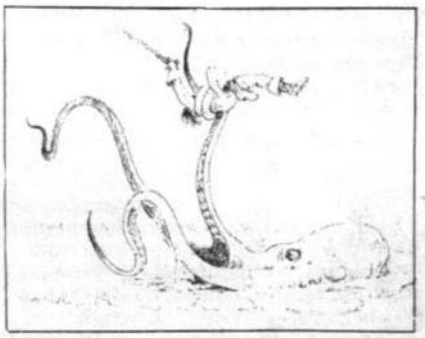
Psychological Traits: Wounded Boars are *subject to frenzy*.

Special Rules: There is a 30% chance that anyone *gored* by a Boar may get *infected wounds* (see *Monster Attacks*, *Special Rules* and *Disease*).

Basic Profile

M	WS	BS	S	T	W	I
7	33	0	3	3	11	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	10	14	14	14	-



•BOG OCTOPUS•

Most Octopi are relatively harmless, if not enchanting aquatic creatures which live for the most part in tropical oceans. The Bog Octopus, however, is not of this ilk. It has the look of a huge Octopus, with eight tentacles, huge round eyes and green skin - but there the resemblance ends. These creatures live in the cold and forbidding marshes and bogs of the Old World. Their entire lives are spent squelching menacingly around in stinking mud and quagmires, surfacing occasionally to drag down and eat some passing creature. Living in such a dense medium, they are incredibly strong, and once caught by a tentacle it is very hard for all but the strongest creatures to escape.

In combat, a Bog Octopus may attack with all 8 tentacles each round.

Physique: These mud-coloured creatures resemble giant octopi, with a central body about six feet across and eight tentacles, each about twenty feet long; some may be smaller, and will have reduced characteristics.

Alignment: Neutral.

Psychological Traits: Bog Octopi *fear* fire, but are otherwise immune to psychological effects.

Special Rules: As well as being pinned (see *Monster Attacks*), any creature suffering a wounding blow from a tentacle will be dragged into the bog and drowned or eaten within 3 rounds. They can only escape by inflicting 3 wounds from a single blow to the tentacle holding them, or by making a successful test against Strength x5.

Basic Profile

M	WS	BS	S	T	W	I
3	33	0	8	8	17	60

A	Dex	Ld	Int	Cl	WP	Fel
8	-	66	2	66	66	-

•CARNIVOROUS SNAPPER•

Carnivorous Snappers are the last remnants of a race of great lizards from the days when reptiles ruled the Known World. They are fast moving and ferocious but extremely stupid, and are

sometimes used as hunting beasts by Lizardmen (see *Humanoids*). They share the same underground environment as the Lizardmen, although it is thought that they once walked the surface.

Carnivorous Snappers attack with one *bite*, and can *tail-lash* to the rear with a 10% penalty to WS.

Physique: The Carnivorous Snapper is a bipedal reptile, about 10 feet long from nose to tail and standing about 5 feet high, although in combat it can rear to a height of 7 feet. Most of its weight is distributed around its hind legs, and it has a heavy tail which it uses to balance itself while running. Its forelimbs are small and almost useless. Colour varies from dark green to dark brown.

Alignment: Neutral.

Special Rules: The tough skin on the creature's head and back counts as 2 points of armour. All other body areas are unarmoured.

Basic Profile

M	WS	BS	S	T	W	I
7	33	0	4	5	17	10

A	Dex	Ld	Int	Cl	WP	Fel
2	-	10	5	66	89	-

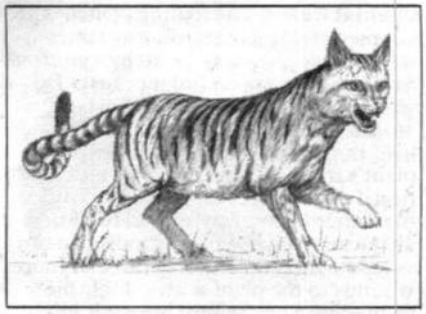
•CAT, Wild•

Cats are abundant in the Old World, living in the forest and mountain areas away from Humans. They prey on Giant Rats, small deer, chickens and sheep from remote hill farms. Domestic cats are a part of almost all Human settlements, hunting the vermin that are drawn to the site of almost any Human activity. They are smaller and less powerful than the Wild Cat.

Physique: The Old World Wild Cat looks very much like the European wildcat of our own world, with thick tabby fur and facial markings, and black tail rings. It is about the size of a puma, standing between 1½ and 2 feet at the shoulder, and measuring almost 6 feet nose to tail.

Alignment: Neutral.

Special Rules: The Wild Cat normally attacks with two *claws* and a *bite*. However, it can stalk almost silently, and if attacking from cover gains 20% bonus to Initiative for the first round only. Moreover, if a Cat gains initiative in the first round of a combat (and *only* in the first round), it will *leap* upon its opponent. Only one attack roll should be made for a *leap*, but if it is successful the Cat hits with all four *claws* and a *bite*. Thereafter the animal gets three attacks as normal. Cats have Night Vision to a range of 20 yards.



Basic Profile

M	WS	BS	S	T	W	I
8	41	0	4	3	5	30

A	Dex	Ld	Int	Cl	WP	Fel
3(5)	-	10	10	43	43	-

This profile is for the great Wild Cats. Domestic cats, should they be required, have S 1, T 1, W 2. Other characteristics will remain the same.

•CHAMELEOLEECH•

Chameleoleeches are identical to ordinary Giant Leeches, except that they have the ability to mimic the appearance of both living creatures and inanimate objects - a chest full of treasure, a person, monster, and so on. The creature seems able to respond to its environment in some unknown way, adopting whatever form would make it seem most inconspicuous. Since the mimicry is purely illusory (affecting visual senses only), the change in appearance is instantaneous. Often several of the creatures may lair together, forming a multiple illusion that is especially dangerous for the unwary. Note that a Chameleoleech cannot reproduce spell effects, speech, or special attacks. Illusions are limited in size to a minimum of one foot and a maximum of six.

Physique: Like giant leeches, Chameleoleeches are 1½-3 feet long, with a circular toothed mouth.

Alignment: Neutral.

Psychological Rules: Chameleoleeches *fear* fire, but are otherwise immune to all psychology rules.

Special Rules: Chameleoleeches attack by *biting* and if the first attack causes any wounds, the creature's viciously barbed teeth have taken hold and will continue to inflict damage automatically (no attack roll required, but roll for Wounds as normal) until the leech is gorged (a result of 6 on 1D6 - check each round). There is a 40% chance that the bite of a Chameleoleech will cause *infected wounds* (see *Monster Attacks* and *Disease*).

Basic Profile

M	WS	BS	S	T	W	I
3	33	0	2	2	5	30

A	Ld	Int	Cl	WP	Fel
1	14	2	14	14	-

•CHIMERA•

The Chimera is a creature of Chaos, an animal that combines various natural creatures in its make-up, together with occasional additional powers or attributes. These beasts vary a great deal - they may have multiple limbs, heads or even bodies. Sometimes a creature will have unexpected magical powers, intelligence or physical abilities. This is all in the lap of the Gods of Chaos. Chimerae usually have three heads and can fly. They can also have various tail spikes or mace tails.

Physique: A typical Chimera is about 15 feet long from its three heads to its tail. The body often resembles that of a large feline with the hind quarters of a goat. The tail is usually leonine, but terminates in a spiked, or clubbed end. The creature's wings are bird-like, and it has three heads, although mutated forms can have between one and six. Typically the heads resemble those of serpents, great cats, and goats, but features from one or more of these may well be mixed up with those of the others.

Alignment: Chaotic.

Psychological Traits: Chimerae cause *fear* in living creatures under ten feet tall.

Special Rules: Chimerae may make as many *bite* attacks as they have heads, and bites from serpent-like heads are *venomous* (a failed Poison test results in the victim's death in 1D3 rounds). In addition, the creature gets two *claw* attacks, and one *tail-lash*. There is a 10% chance

that a chimera's tail will have a *venomous* sting (failing a Poison test results in the victim's death in 2D6 rounds). Chimerae fly as *landers*; the M score below is for ground movement.

Basic Profile

M	WS	BS	S	T	W	I
5	41	0	6	6	41	30

A	Dex	Ld	Int	Cl	WP	Fel
6	-	89	14	89	89	-

•DOG, War•

Trained or domesticated dogs are comparatively rare in the Old World; although packs of Wild Dogs can be found in both rural (usually scrubland) and urban (slum) areas. Most Wild Dogs are descended

from hunting animals which escaped or were abandoned by their owners, and reverted to their wild nature. They are scavengers who attack only injured or weakened creatures, often settling for the remains of carcasses slain by other predators.

War Dogs are owned and bred by a variety of humanoids, most commonly Man. Used for hunting and in battle, they are trained to obey simple commands, and are ferocious fighters. War Dogs attack by biting.

Hobhounds are an especially vicious breed of war dog favoured by the Hobgoblin tribes of the steppe-lands.

Physique: The Old World War Dog comes in several different breeds, comparable to Dobermans and Wolfhounds in our own world. Their fur varies from silver to jet-black, and larger specimens may be as tall as 4 feet at the shoulder, and almost 6 feet from nose to tail.

Alignment: Neutral.

Special Rules: Well-to-do owners may equip their dogs with leather coats which give them 0/1 points of armour on their bodies only. Hobhounds must have a handler within 12 yards at all times, or else they will charge and attack the nearest creature. They have Night Vision to a range of 10 yards.

Basic Profile

M	WS	BS	S	T	W	I
6	41	0	3	3	7	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	43	14	43	43	-

This profile is for trained War Dogs, or wild hunting animals. Domestic dogs, should they be required, have S 2, T 2, W 2. Other characteristics remain the same.

•DOPPELGANGER•

Among the many strange creatures engendered by the Incursions of Chaos, the Doppelgangers are perhaps the strangest. These solitary creatures have the ability to change their form into the likeness of any humanoid creature between 4 and 8 feet tall - including clothing and equipment. To do this, they need only to observe their chosen victim for 1 turn, the transformation itself taking but a round to complete. Once they have assumed the identity of a character, it is the practice of these revolting creatures to murder and eat their victims and then assume their place. A Doppelganger can reproduce both the speech and mannerisms of its victim (but not special, racial, or magical abilities) with 90% accuracy.

Doppelgangers appear to be unable to reproduce themselves, and must therefore be created purely by the forces of Chaos. They are very rare, and, unless caught in the process of transforming their appearance, are almost impossible to identify by other than magical means.

Physique: The "natural" form of a Doppelganger is truly hideous. They are bipedal, humanoid creatures, averaging 6 feet in height. They appear to have no skin, and so their muscles, arteries, and some internal organs are clearly visible.

Alignment: Evil.

Psychological Traits Doppelgangers are immune to all psychological effects.

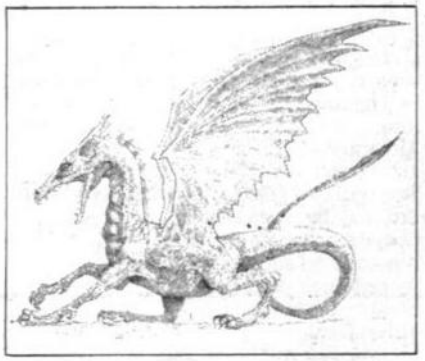
Special Rules: When a Doppleganger has taken over a victim, and that character first appears in front of former associates, the GM should roll a D100. If the result is

91-100, they will be aware of "something odd" about the character's personality or appearance. In reproducing a character's armour, Doppelgangers get 1 point less protection than that of the original. For example, a Dwarf wearing a breast plate and helm gets 2 points of protection to head and body; when duplicated by a Doppelganger, the double gets only 1 point of protection to these areas.

Basic Profile

M	WS	BS	S	T	W	I
4	41	33	4	3	11	30

A	Dex	Ld	Int	Cl	WP	Fel
2	33	43	29	29	29	10



•DRAGON•

Before the Elves came to the Old World, at the time when the Dwarfes built their splendid cities at the heart of the Worlds Edge Mountains, the Dragons were the masters of the forests and the mountain tops. There were very few Humans at all in those days, and the Old World was one huge, wild forest from the Worlds Edge Mountains to the sea. The Dwarfes knew of the Dragons and treated them with respect. Many Dragons were wise and good - indeed, in those days at least, few were evil or hostile. With the changes wrought upon the world by the proliferation of Humanity and the Incursions of Chaos, the Dragons began to decline in numbers and vitality.

Today they are a legend in the Old World. The few Dragons that still exist, live in almost perpetual slumber within deep caverns amongst their ancestral nesting places in the Worlds Edge Mountains and the Mountains of Mourn. They are old and tired; few hatchlings have appeared within the last thousand years, and the Dragons that remain may well feel that their time has passed. Some have grown greedy or malicious, and jealously sit atop piles of treasure amassed centuries ago and long forgotten in the outside world.

The Dragon's six Attacks can be broken down as follows: four *stomps*, one *bite* and one *tail-lash*.

Physique: Dragons are huge and powerful reptiles. They are all winged quadrupeds, but tend to vary in almost all aspects of appearance.

Alignment: Any. Most Dragons of old were Good, although surviving ones are more likely to be Neutral.

Psychological Traits: Dragons cause *fear* in living creatures of any height, and *terror* in living creatures under six feet tall.

Special Rules: The profile given below reflects the characteristics of a typical Dragon with a length of about 30 feet. Its tough, scaly skin gives it two points of armour on all parts of its body. All Dragons have Night Vision to a range of 20 yards.

Some Dragons (approximately 50%) can *breathe fire once a turn*, to the front only. The breath is cone-shaped: 24 yards long and 8 yards wide at its widest point. All targets within this area are hit automatically for 2D6 Wounds with a Strength of 7 (*flammable* targets take additional damage - see the **Gamesmaster's Section** - *Fire*). Victims who make a successful Initiative test suffer only half damage. The Dragon will not breathe if being attacked hand-to-hand on either flank, and in any event cannot breathe fire and bite during the same round.

All Dragons are completely immune to normal fire and are 50% resistant to magical fires. They fly as *landers*, and the Movement score given below is for ground movement.

Basic Profile

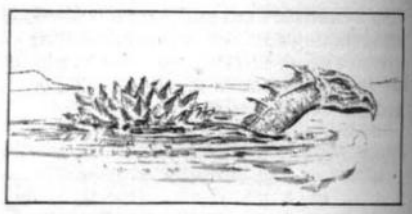
M	WS	BS	S	T	W	I
6	59	0	7	7	59	30

A	Dex	Ld	Int	Cl	WP	Fel
6	-	89	41	89	89	24

Dragon profiles can vary a great deal depending on the size and bulk of the creature. This profile represents the most common of the Dragons of old. Larger animals would tend to have higher S, T, and W, but correspondingly lower Ld, Int, Cl and WP.

•DRAGON TURTLE•

The Dragon Turtle is an aquatic reptile which spends very little of its time on shore. The only occasion when these creatures leave the sea is to lay their eggs along sandy stretches, burying them and then disappearing back into the ocean. When laying, Dragon Turtles are dangerous and aggressive, and will attack any creatures that disturb them or approach too closely. The creature has one *bite* and one *stomp* attack. At sea, Dragon Turtles may attack swimmers or even



boats, although their normal diet consists mainly of fish.

Physique: Dragon Turtles look like huge turtles, with the head of a Dragon and a hard, spiky shell. They are typically 10-15 feet long, though some specimens may be much longer.

Alignment: Neutral.

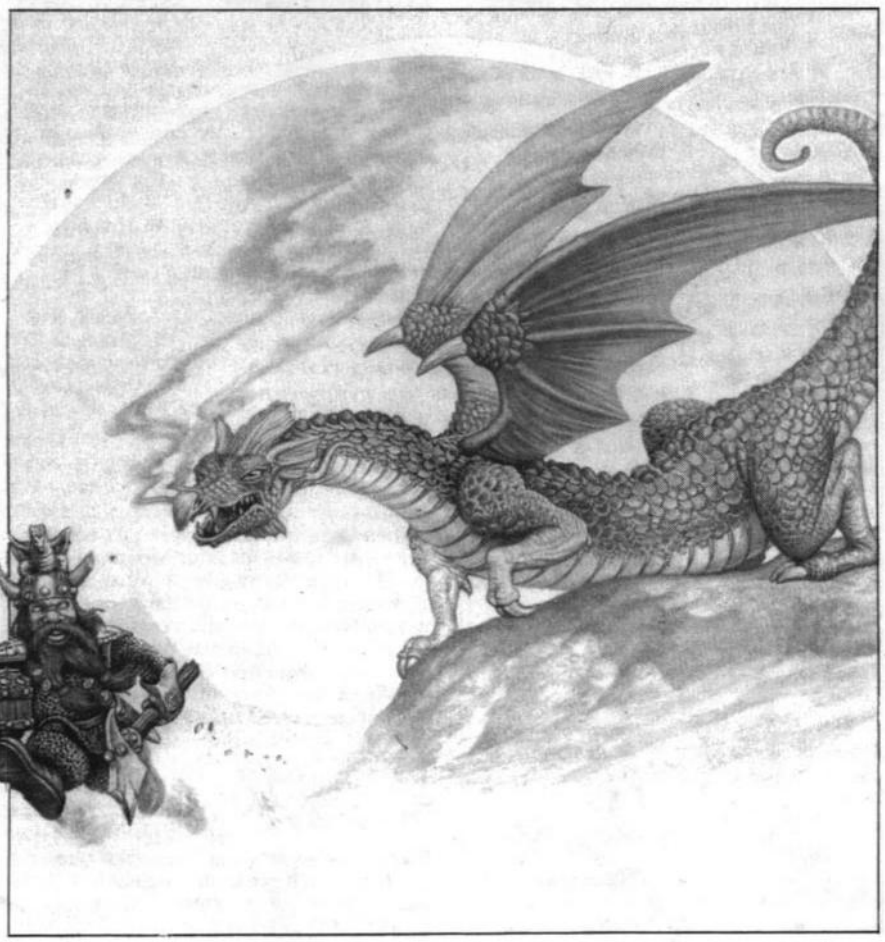
Psychological Traits: The Dragon Turtle causes *fear* in all living creatures under ten feet high.

Special Rules: The creature's shell gives it two armour points, but its head and flippers are unarmoured. Most (75%) Dragon Turtles are also able to exhale a cloud of scalding steam once per hour. This cloud measures 36 feet long by 24 feet wide by 24 feet high. All characters within this area when the creature breathes suffer 1D6 wounds, *irrespective of modifiers*. However, those who make a successful Initiative test suffer only half damage.

Basic Profile

M	WS	BS	S	T	W	I
6	33	0	4	4	17	30

A	Dex	Ld	Int	Cl	WP	Fel
2	-	29	10	29	29	-



•EAGLE•

The ancient race of Eagles that lives in the Old World is unlike that of our own. They are far more intelligent, much larger and far more dangerous, living among the highest mountain peaks, preying for the most part on wild mountain goats. Occasionally they will take sheep from the highest of the upland farms, and they are feared as well as respected by the mountain farmers. In combat, Eagles attack with two *claws*. Generally, they keep pretty much to themselves; and their numbers appear to have been diminishing in recent centuries.

Physique: Eagles are the largest of the birds of prey, with a wing span of over thirty feet. They have brown plumage with white wing tips and tail bars.

Alignment: Lawful or Good.

Psychological Traits: Eagles cause *fear* in living creatures under ten feet tall.

Special Rules: Eagles fly as *swoopers*, and M given is for ground movement. Eagles have Night Vision to a range of 20 yards.

Basic Profile

M	WS	BS	S	T	W	I
2	67	0	5	4	17	50

A	Dex	Ld	Int	Cl	WP	Fel
2	-	43	29	43	43	-

•FEN WORM•

The Fen Worm is a large snake-like creature of immense length, often reaching twenty to thirty feet. There have been reports of even larger monsters, and legend tells of creatures measuring hundreds of feet from head to tail. Fen Worms live only in marshy, muddy or boggy ground. They tunnel through the soft soil, slithering through the mud and muck. On dry land they move only very slowly (half rate). They can swim, but not easily, and cannot attack whilst in open water.

In combat, a Fen Worm attacks with one *bite* and will also attempt to *crush* any creatures along its flanks or in front of it - giving it a total of four attacks per round.

Physique: Very long and massive - averaging about 25 feet.

Alignment: Neutral.

Psychological Traits: Fen Worms cause *fear* in creatures under 10 feet tall, but are themselves immune to all psychological effects.

Basic Profile

M	WS	BS	S	T	W	I
6	33	0	6	4	17	30

A	Dex	Ld	Int	Cl	WP	Fel
4	-	10	10	10	10	-

•FUNGUS and MOULD•

Fungi, also known as moulds, grow in damp, warm and usually dark conditions, such as underground complexes, mines, tunnels and long-deserted buildings. Not all moulds are dangerous: most are fairly innocuous and just grow on walls or rotting vegetation, harming no-one and doing a useful job of decomposing dead organic matter. Some moulds, however, can have unpleasant effects upon adventurers and other living things.

Moulds are impervious to all forms of attack except fire, and given that they tend to grow in the dampest of areas, it is not always easy to burn through them.

Fluorspore: This is a black, scab-like fungus that grows on living matter of all kinds, even other sorts of fungus. It is very difficult to spot in its mature stage, especially in poor light conditions and it is very sensitive to heat. If a warm-blooded creature passes within 1 yard of it, or a naked flame is brought within 5 yards of the fungus, it produces a dense cloud of fluorescent spores. The cloud lasts for 3 rounds during which time the spores settle on all surfaces within a five-yard radius. If they come into contact with exposed flesh they become embedded in it. Embedded spores continue to glow brightly for seven days - the period required for maturation. Spores which adhere to non-living material, metal, stone, etc, fade and die within five days without maturing.

Embedded spores are impossible to remove, and illuminate an area within one yard of an affected character at all times, enabling easy identification at up to ten yards. Even at greater distances (up to 1 mile in suitably clear conditions) the character is discernible as a vague, bobbing light. After six days the spores turn black and, as the mature fungus develops, the infected character becomes *delirious* and *drowsy* (see *Poison - Deleriants*). At this point, the spores will have grown to maturity and each day the victim's body heat causes the release of a new cloud of spores.

After seven days, infected characters lose 1 point a day from both Strength and Toughness. If either characteristic drops to zero, the character is dead. A character with Cure Disease skill can destroy the fungus at the mature stage by using a preparation of Nightshade (see *Poison*). This must be rubbed into the skin (there are no side-effects) and will destroy the spores if the character administering the cure makes a successful Intelligence test. Lost Strength and Toughness points return at the rate of 1D3 points per day. Failure to apply the cure successfully results in no ill effects and another cure may be attempted the following day.

Purple Mould is sensitive to magic, and only releases its spores if anything or anyone magical (including spellcasting characters) approaches within five yards. The spore cloud covers a five yard radius for 1D6 rounds and drains 1D6 magic points from any character and/or magical item which contains in-built magic points. Magic point totals will never fall below zero and can be regained normally (see the **Magic Section**). Until the spore cloud settles, no magic can be used within it or cast into it, as the spores will simply absorb any magical energies that strike them.

Red Mould coats damp walls and decaying matter in a thick carpet of red fur. Spores are released upon contact with a passing animal or character, filling the air with a dense cloud of red spores that covers a five yard radius for three rounds. Anyone in the cloud must make a test against Initiative or be blinded for 2d6 hours. This has the effect of reducing WS, I and Dex by 25%, as well as giving a 25% bonus to the WS of any opponent. In addition, the spores have a strange and unpredictable effect on Human and Halfling nervous systems, and characters of these races have their Insanity point totals increased by 1D6.

Yellow Mould coats walls and decaying matter in the same way as Red Mould, and releases its spores on contact, filling the air with a deadly yellow dust. The dust cloud fills a 10-yard-diameter sphere and lasts for 1D6 rounds. Any creature in the cloud must make a test against Toughness x10 or lose consciousness for 1 round longer than the cloud lasts. For each round spent within the choking cloud, characters lose 1D3 Wounds, irrespective of modifiers. Any character who is reduced to 0 Wounds should roll on the *Sudden Death Critical Hit Chart* for any additional damage they may take from the dust.

•GOLDWORM•

Goldworms feed upon precious metals in the same way as earthworms feed upon soil, secreting an extremely powerful digestive enzyme which enables them to consume their food. A single Goldworm will quickly multiply if provided with sufficient nourishment, at the same time transforming a chest full of gold, for example, into a chest of slimy, evil-smelling, worm-ridden mush. Each Goldworm consumes about one gold or silver coin per day, and will produce another worm each day, if fully fed. Once no food remains, the Goldworms will move away, in search of more precious metal. They can survive for about a day without food, typically travelling no more than 100 yards before they die. They move entirely at random, recognising food only on touch.

Physique: A Goldworm can reach about 6 inches in length, and is usually bright gold in colour. In appearance, it looks much the same as a normal earthworm.

Alignment: Neutral.

Psychological Traits: Goldworms are completely mindless, and take no psychological or other characteristic-based tests.

Special Rules: Goldworms' digestive juices cause 1 Wound per round on exposed flesh, but will not penetrate leather gloves or iron or copper-based metals. The worms only eat gold and silver; gems and other metals are unaffected.

Basic Profile

M	WS	BS	S	T	W	I
1	0	0	0	0	1	0

A	Dex	Ld	Int	Cl	WP	Fel
0	0	0	0	0	0	0

•GRIFFON•

The Griffon is a creature of Chaos - a powerful winged hunter combining the natures of a lion and an eagle. Many of these creatures still wander into the Old World from the North Polar regions, often accompanied by bands of Beastmen or Warriors of Chaos (see *Humanoids*). Others have made permanent homes in the Old World, establishing colonies and living, to all intents and purposes, as native animals. In combat, they get four attacks per round: one *bite* and two *claws* to the front and one *kick/stomp* to the rear only.

Physique: The Griffon has a front half like a huge bird of prey, complete with wings and fierce, rending talons. It is a quadruped, the remainder of its body resembling that of a lion or other large predatory cat. Griffons are large animals, well over 10 feet long and, if trained, have the carrying capacity of a warhorse.

Alignment: Chaotic (Neutral if trained, see below).

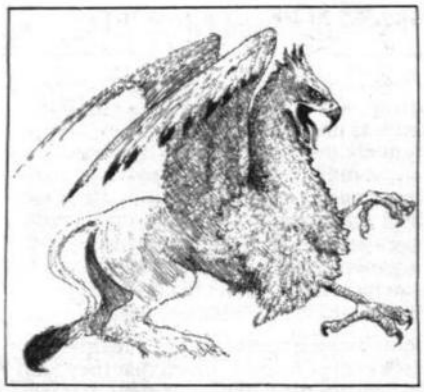
Psychological Traits: Griffons cause *fear* in living creatures under 10 feet tall.

Special Rules: Griffons fly as *swoopers*, and the Move score given below is for ground movement. GMs may wish to allow characters with the Animal Training skill to attempt to train a Griffon for use as a mount. This should only be possible if the character doing the training has personally reared the creature from an early age. Training will take a number of months equal to 24 minus the creature's Intelligence, which should be in the range D12+4. The animal should make a WP test at the end of this period, to see if its natural instincts override the effects of the training.

Basic Profile

M	WS	BS	S	T	W	I
6	50	0	5	5	35	80

A	Dex	Ld	Int	Cl	WP	Fel
4	-	66	14	66	66	-



•HARPY•

The Harpy is not a common monster in the Old World, as most live further east, along the Mountains of Mourn. They have a rudimentary intelligence, and are great hoarders of precious metals and jewels. They are vicious, screeching creatures with long claws and rending talons. Highly aggressive in nature, as well as voracious carnivores, they will attack almost any living creature on sight. In combat, they use either crude but heavy clubs, or their vicious claws. However, a Harpy gets only one attack per round.

Physique: Harpies have the torso of a woman and the wings and lower half of a large bird of prey. In size they are perhaps just slightly smaller than Humans.

Alignment: Evil or Chaotic.

Special Rules: Harpies fly as *swoopers* and when airborne, their high manoeuvrability allows them to attack in any direction, irrespective of facing. The Move score given below is for ground movement.

Basic Profile

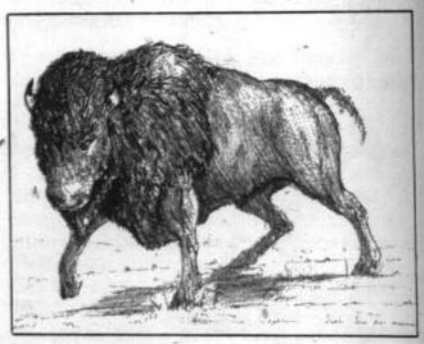
M	WS	BS	S	T	W	I
4	41	25	4	4	11	20

A	Dex	Ld	Int	Cl	WP	Fel
1	33	35	14	43	66	5

•HERD ANIMAL•

There are several kinds of herbivorous herd animals to be found in the Old World, from domestic cattle to wild bison. Although they vary in size, strength, and other characteristics, they have many attributes in common and are thus described in general terms here. Two specific examples (Bison and Elk) are covered in more detail.

Wild animal herds tend to be on the small side, usually comprising a single bull, 2D4 cows, and 2D6 calves. For the most part, they are shy and will move away



from any threat or source of noise, but can be highly unpredictable and will attack, on average, 45% of the time. Some species become more aggressive during the rutting season (early spring), and the normally docile cows can be quite vicious if there is an apparent threat to their young. Horned animals attack by *goring*, all others by *stomping*.

Domestic animals (sheep, goats, etc) are usually accustomed to people and thus very docile. However, many farmers will have dogs or other means of protecting their livelihood from rustlers.

Bison are a species of wild cattle, and are similar to domestic cattle except for the fact that they are a little more heavily built and have a thick, shaggy mane covering their heads and shoulders. Colour is mid-brown, the mane being dark brown or black.

Special Rules: The thick bone and horns on the skull of a Bison gives it 3 points of armour on the head only.

Basic Profile

M	WS	BS	S	T	W	I
7	33	0	5	5	17	30
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
1		18	10	14	14	-

Elk are the largest of the deer of the Old World, living on the fringes of the great forests in hilly and mountainous areas. A full-grown stag stands about five feet high at the shoulder, with neck, head and antlers almost doubling this height. Antlers can spread to five feet in width. Does and fawns do not have antlers.

Basic Profile

M	WS	BS	S	T	W	I
7	33	0	3	3	11	30
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
1	-	6	6	6	6	-

•HIPPOGRIFF•

The Hippogriff is a creature of Chaos, resembling a Griffon to some extent, although not quite as aggressive. It is not unknown for Hippogriffs to be used as mounts, when they have been captured young and hand-reared by a character with Animal Training skill. Hippogriffs prefer to nest far from Human habitation, usually on lofty and inaccessible mountain crags.

In combat, Hippogriffs have four attacks per round, like Griffons. These comprise one *bite* and two *claws* to the front and sides, and one *kick/stomp* to the rear.

Physique: Hippogriffs have the head and wings of a huge bird of prey, the forequarters of a lion or other large cat, and the hindquarters and tail of a horse. They are large animals, well over 10′ long, and if trained, have the carrying capacity of a Warhorse.

Alignment: Usually Chaotic. Chaotic or Neutral if hand-reared.

Psychological Traits: Hippogriffs cause *fear* in living creatures under 10 feet tall.

Special Rules: Hippogriffs fly as *swoopers*, and the Move score given below is for ground movement. Characters attempting to train Hippogriffs must have the Animal Training skill. Provided the creature has been hand-reared, training will take a number of months equal to 24 minus the creature's Intelligence, which should be in the range D12+4. The animal should make a WP test at the end of this period, to see if its natural instincts override the effects of the training.

Basic Profile

M	WS	BS	S	T	W	I
6	33	0	4	5	23	80
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
4	-	43	14	43	43	-

•HORSE•

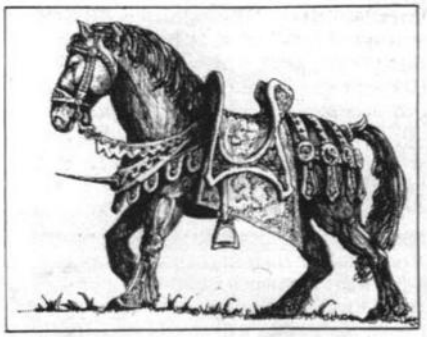
Horses of the Old World are the same as horses of our own and may be found nearly anywhere. About 10% of all wild Horses are suitable for training as Warhorses (see below). Normal Horses can be ridden by creatures under 10 feet high and of any alignment.

Warhorses are trained to fight in combat. Unlike other Horses, they have an attack of their own (a *kick/stomp*), and can even fight indepently of their rider.

Physique: For simplicity's sake, all Old World Horses can be put into one of four categories: pony/mule, riding Horse, draft Horse, and Warhorse. Ponies are the smallest and Warhorses are the largest. For encumbrance purposes, any category of Horse can carry loads equal to Strength x 300 in encumbrance points (see *Encumbrance*).

Alignment: Neutral.

Psychological Traits: All Horses (except Warhorses) are subject to *fear* of fire, fantastic creatures or monsters, and sudden, loud noises.



Special Rules: Characters with Animal Training skill may attempt to train a suitable wild Horse colt or yearling for use as a Warhorse. This will take D4+2 months, and the chance of success should be modified by the GM according to the Horse's Intelligence (in the range D4+8) and whether the character has such skills as Animal Care and Ride Horse.

Basic Profile

M	WS	BS	S	T	W	I
8	33	0	2-5	3*	5-11	30
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
0/1	-	10	10	10	10	-

Notes: Ponies/Mules have S 2; Riding Horses have S 3; Draft Horses have S 4; and Warhorses have S 5. All categories have W 5, except Warhorses which have W 11. Only Warhorses get a *stomp* attack.

•HYDRA•

The Hydra is another Creature of Chaos, subject to many strange mutations. It is typified by having multiple heads, typically seven. Hydrae are rare creatures in the Old World; but occasionally they wander down from the far north. Their favourite haunts include dismal marshes, miasmic swamps, and subterranean caverns.

In combat, each head has one *bite* attack per round, and those Hydrae with legs may also use one *claw* attack. Reptilian-bodied Hydrae also have a *tail-lash*.

Physique: The body of a Hydra can be mammalian, reptilian, or even serpent-like with no legs. It has very long necks with serpent heads, and are usually between 10 and 20 feet in length.

Alignment: Chaotic.

Psychological Traits: Hydrae cause *fear* in living creatures under 10 feet tall.

Special Rules: Approximately 30% of reptilian-bodied Hydrae have an additional huge gaping maw, situated at the base of their necks. This confers an extra *bite* attack at +2 Strength. A reptilian-bodied Hydra also has scaly skin which gives it 1 point of armour on all body locations. All forms of Hydra have Night Vision to a range of 20 yards.

Some Hydrae (about 50%) may *breathe fire once per turn* in the same way as Dragons: the breath is cone-shaped - 24 yards long and 8 yards wide at the widest point. All targets within this area are hit automatically for 2D6 Wounds with a Strength of 4 - characters who make a successful Initiative test suffer only half damage. A head cannot breathe fire and bite during the same round, and only one head may breathe fire at any one time.

Basic Profile

M	WS	BS	S	T	W	I
6	33	0	4	6	41	30

A	Dex	Ld	Int	Cl	WP	Fel
8-10	-	24	14	24	24	-

A serpent-bodied Hydra has M of only 3. *Gaping maw* and *tail-lash* attacks will increase the total A to 9 or 10.

•JABBERWOCK•

The Incursions of Chaos have produced thousands of strange creatures. Many are totally unclassifiable, mere one-offs whose savage mutations bar them from becoming the progenitors of a race. One of the strangest creatures to have a recognisable form, and which can be positively identified as belonging to a fixed species, is the Jabberwock. Even this so-called species is subject to gross mutations, as well as a vast catalogue of minor variations, such as colour and size. The most distinguishing thing about the Jabberwock is that it is very brave, very aggressive but rather stupid.

In combat, a Jabberwocks attacks with one *bite*, two *stomps*, and one *tail-lash* each round.

Physique: Jabberwocks are large monsters, standing well over 12 feet high, and are often much larger. Although their forelimbs are fully manipulative, they often use their arms to help them walk or run along the ground, in a similar fashion to gorillas in our own world. Jabberwocks have long, scrawny necks and large, ugly heads. Although they have wings, most Jabberwocks cannot fly. Instead, they flap their wings furiously as they move, creating a disconserting humming noise. Jabberwocks can be any colour, and most are faintly luminous.

Alignment: Chaotic.

Psychological Traits: Jabberwocks cause *fear* in all living creatures, and *terror* in living ceatures under 10 feet tall. They are also *subject to stupiditity*.

Special Rules: The bite of a Jabberwock is *venomous* (see *Poison*), and affected characters must make a successful Poison test or die in 2D6 rounds. Like Trolls (see *Humanoids*), Jabberwocks wounded to not less than zero can *regenerate* 1 Wound point per turn. Wounds caused by fire or corrosive acids cannot be regenerated. A Jabberwock whose Wounds total falls to 5 or less can neither attack nor move until it has regenerated to at least 6 Wounds. The Night Vision of a Jabberwock extends to 20 yards.

Basic Profile

M	WS	BS	S	T	W	I
6	79	0	5	6	47	10

A	Dex	Ld	Int	Cl	WP	Fel
4	10	89	18	89	89	-

•LASHWORM•

Lashworms are small, carnivorous creatures which live in small fissures in walls, stones, trees, and so on. These are carefully disguised by the creature (using bits of moss, etc) so as to be virtually invisible to all but the closest of inspections - and even then, only the sensitive, hair-like "trigger" is normally visible (at the GM's option, a character with Identify Plants skill may be able to recognise it for what it is). The trigger hairs can sense movement, such as a creature passing the Lashworm's hole, within 5 yards. This activates the lash, a saw-edged organ, 5 yards long, thin and incredibly fast, which strikes its target, rasps away a portion of flesh, and then whips back into the crevice where the meal is digested. The Lashworm will not attack again for several hours.

Physique: There are a number of underground varieties as well as those living in forests and jungles. A Lashworm has two distinct parts: the main part or 'anchor' comprises the vital organs, including the mouth and stomach, and is used to secure the creature while it attacks with the other part - the 'lash'. This is usually curled up tightly within the creature's home crevice, until triggered by its sensitive hair-triggers, which are left outside the hole and which resemble moss or plant growth.

Alignment: None.

Psychological Traits: The creatures are completely mindless and take no psychological or other characteristic-based tests.

Special Rules: The lash causes D4 Wounds, modified as normal by Strength, armour and Toughness. Because of the nature of their attack, Lashworms always cause surprise and always attack first, even if their victims are aware of their presence.

Basic Profile

M	WS	BS	S	T	W	I
0	33	0	1	3	5	*

A	Dex	Ld	Int	Cl	WP	Fel
1	-	0	0	0	0	-

* - See *Special Rules* - above.

•LEECH, Monstrous•

The Monstrous Leech is a particularly loathesome beast that lives mostly in free water, but also inhabits marshes and other damp environments. Like its smaller brethren, the Monstrous Leech feeds upon the blood of other animals, gorging itself and then dropping free of its victim. If the creature scores a wounding blow, it is successfully attached and then causes one Wound per round, irrespective of modifiers. The Leech can be removed physically - but this causes a further D4-1 Wounds. A more practical way is to apply heat or oil, which will cause the animal to drop away.

Physique: These slime-covered, slug-like beasts vary between 1 and 2 feet in length, and are usually bright red in colour.

Psychological Traits: Leeches *fear* fire, but are otherwise immune to all psychology rules.

Special Rules: Leeches have a *bite* attack until they take hold. They then cause Wounds automatically until they are gorged (a result of 6 on 1D6 - check each round), or killed. Their bite has a 40% chance of causing *infected wounds*.

Basic Profile

M	WS	BS	S	T	W	I
3	33	0	2	2	5	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	14	1	14	14	-

•MANTICORE•

Like most Chaos creatures, Manticores are a vile mixture of beast and Human. Unlike many such beings, however, they are intelligent, and speak the Dark Tongue of Chaos creatures. They are most common in the chaotic regions of the far north and south, and although very few actually lair within the boundaries of the Old World, individuals can travel great distances on their powerful wings and may appear almost anywhere.

In combat, Manticores get 1 *bite*, 2 *claws*, and 1 *tail-lash* each round.

Physique: Although Manticores vary in appearance and attributes, most have powerful, leonine bodies, broad, bat-like wings and a vaguely Human head. Many have barbed tails with venomous spikes, or a scorpion-like stinger. They are large monsters, measuring between 15 and 20 feet in length.

Alignment: Chaotic.

Psychological Traits: Manticores cause *fear* in living creatures under 10 feet tall.

Special Rules: Manticores fly as *swoopers* and the M score given below is for ground movement. The tail attack is *venomous* and victims must make a test against Poison each time they are hit. A first failure results in the character becoming *drowsy* (see *Poison*), and a second failure results in death in 2D6 rounds.

Basic Profile

M	WS	BS	S	T	W	I
5	59	34	6	6	41	40

A	Dex	Ld	Int	Cl	WP	Fel
4	-	43	24	43	43	-

•OWL, Giant and Normal•

The Giant Owl lives deep in the most ancient forests of the Old World, and is rarely seen except by Elves. They live alone or in pairs, hunting Giant Rats and other prey at night, and their numbers are declining because of Human clearances of the forests. Giant Owls are highly intelligent, and speak their own language. Some individuals can also speak Elthárin (Elvish).

The Old World also has many species of smaller Owls, which are identical to those of our own. They generally pose no threat to adventurers, although their sudden cry in a dark ruin or forest can be unnerving. They are included here mainly because a Druidic Priest may have a spirit Owl as a familiar. Both types of Owl attack with two *claws* each round.

Physique: Giant Owls look very much like the barn owls of our own world, except that they are often 10-12 feet from beak to tail, with a wingspan of up to 30 feet. Colour is generally mid to dark brown. Normal Owls are identical to those of our own world.

Alignment: Neutral or Good (equal chance of either).

Psychological Traits: Giant Owls cause *fear* in creatures under 10 feet tall.

Special Rules: All Owls fly almost silently, and gain a 10% bonus to I when attacking from the air (first attack only). They fly as *swoopers*; M given is for ground movement. The Night Vision of an Owl extends 50 yards. Normal Owls have S 1, T 1, W 5, Ld 14, Int 14, Cl 14, WP 14. Spirit familiars are identical to Normal Owls except that they have Int 89.

Basic Profile

M	WS	BS	S	T	W	I
2	59	0	5	4	17	50

A	Dex	Ld	Int	Cl	WP	Fel
2	-	66	43	66	89	43

•PEGASUS•

Pegasi are a race of horses with huge, swanlike wings. It may be that they were originally the product of Chaos, but they now form a distinct race and are not allied to the forces of Chaos. They are semi-intelligent, and make excellent steeds if caught and trained when young, although they will only serve characters of good alignment.

A Pegasus used as a mount can fight like a Warhorse, gaining one *stomp/kick* attack per round. If its rider is killed it will normally flee.

Physique: Pegasi are beautiful, winged horses with a wingspan of about 25 feet. The coat and wings are almost always pure white. Trained Pegasi can carry loads as a Warhorse.

Alignment: Good.

Special Rules: Pegasi fly as *swoopers*; M given is for ground movement. A character seeking to tame a Pegasus must have Animal Training skill, WP of 45 or more, and be of Good or Lawful alignment. Training will take a number of

months equal to 24 minus the creature's Intelligence (in the range D12+4), and the GM may wish to modify the chances of success according to whether the trainer also has such skills as Animal Care and Ride Horse.

Basic Profile

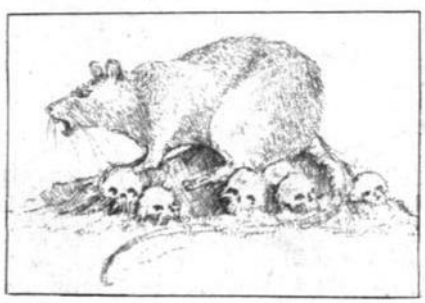
M	WS	BS	S	T	W	I
8	33	0	4	3	5	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	10	14	10	10	-

•RAT•

The Old World has its fair share of normal sized vermin, including Rats. All these creatures attack with one *bite*. However, there are also two abnormally large species: Giant Rats and Rock Rats.

Giant Rats are believed to have originated in chaotic lands to the north of the Old World, but are now widespread. However, as they prefer dark, underground places they are more of a problem to Goblins and Dwarfs then they are to Humans.



Rock Rats are slightly smaller than Giant Rats, adapted to a life among rocks and cliff faces. They are extremely agile and expert climbers, and can bound around rocks and vertical cliff faces almost as if physically stuck to the surface.

Normal Rats are found wherever human activity takes place. They are not normally a threat to adventurers, although they will fight viciously if disturbed or cornered. Some Wizards are able to summon swarms of Rats (see the **Magic Section** - (*Elemental Spells, Summon Swarm*) and Druidic Priests may have a spirit Rat as a familiar.

Physique: Giant Rats grow up to 6 feet long, plus tail. Rock Rats measure 4 feet on average, plus tail. Normal Rats are identical to the rats of our own world.

Alignment: Neutral or Evil.

Special Rules: Rats have a 35% chance of causing *infected wounds*, and a 2% chance of carrying the Black Plague (see

Disease). Spirit familiars have the same profile as Normal Rats, but with an Int of 89. All Rats have Night Vision to a greater or lesser degree: Giant Rats can see up to 20 yards in the dark, Rock Rats can see up 15 yards, and Normal Rats can see up to 10 yards.

Basic Profiles

Giant Rat

M	WS	BS	S	T	W	I
6	25	0	3	3	5	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	14	14	18	18	-

Rock Rat

M	WS	BS	S	T	W	I
6	25	0	2	2	5	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	14	14	18	18	-

Normal Rat

M	WS	BS	S	T	W	I
4	33	0	0	1	1	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	14	10	14	14	-

•RAZORBILL•

The Razorbill is a large coastal bird which congregates in groups of several thousand on rocky sea-cliffs or inside seaward-facing caves. Razorbills are voracious hunters when in a pack, and will attack and eat creatures as large as a horse. Their main diet, however, is fish. Colonies are easily recognised by the stench of carrion, fish and guano that saturates the air, and creatures venturing within 100 yards of the colony will always be set upon by 4D6 birds. Razorbills attack with one *bite* per round. Coastal vessels, fishermen and other seaborne targets trespassing on the colony's fishing grounds (within a mile of the colony) will be attacked by 4D20 birds. It is possible to be attacked by lone birds in any coastal region, but this is rarer.

Physique: The Razorbill resembles a large, huge-billed puffin, varying between 2 and 3 feet in length and with a minimum wingspan of 8-10 feet.

Alignment: Neutral.

Special Rules: Razorbills fly as *swoopers* and the Move score given below is for ground movement.

Basic Profile

M	WS	BS	S	T	W	I
2	33	0	1	2	5	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	14	10	14	14	-

•SAND CLAM•

The Sand Clam lives only in wet sand, usually by the sea shore or at the tidal margin. Although immobile, the Sand Clam is a voracious carnivore, preying mainly on seals and the larger seabirds. It lies buried under the sand, and whenever an unwary creature passes over it, the trap is sprung and the victim is caught by the jaw-like valves of its shell. Small creatures (under 2 feet) are crushed to death instantly, while larger victims are held fast and will usually be drowned by the tide.

Physique: Identical to the clams of our own world, but up to 6 feet across.

Alignment: Neutral.

Psychological Traits: Clams are essentially mindless, and take no psychological or other characteristic-based tests. They *fear* fire, but their only reaction is to close their shells very tightly indeed - causing a further point of Wound damage to any trapped victim.

Special Rules: Because of their mode of attack, Sand Clams always surprise their victims, and if an attack inflicts Wounds, the victim is trapped. Once trapped, a creature suffers further damage only if actively struggling or trying to open the Sand Clam (1 Wound per round of struggling, irrespective of any modifiers). Needless to say, hits will usually be on the victim's leg. A Sand Clam's Strength is directly related to its size, being equal to 1 point per foot of diameter.

Basic Profile

M	WS	BS	S	T	W	I
0	33	0	*	3	11	*

A	Dex	Ld	Int	Cl	WP	Fel
1	-	0	0	0	0	-

- See *Special Rules* - above.

•SCORPION, Giant•

Giant Scorpions are dangerous and deadly opponents, and are extremely difficult to kill. Their pincers are very powerful, and larger specimens can crush a man's chest through any armour - attacking with two *claws*. Their main attack, however, comes from their tails; these curve forward over the creature's back, and unlike other tail attacks, can *only* attack to the front.

Physique: Giant Scorpions measure between 10 and 15 feet in length. They are usually black in colour, but albinos are not unknown.

Alignment: Neutral.

Psychological Traits: Scorpions *fear* fire but are otherwise immune to psychology rules. They cause *fear* in living creatures under 10 feet tall.

Special Rules: The Scorpion's tail attack is *venomous*, and victims must make a Poison test for every hit which causes Wounds. A first failure results in drowsiness (see *Poison*), and a second failure results in the character's death in 1D3 rounds. The creature's tough exoskeleton counts as plate armour, giving it 2 armour points all over. A Scorpion has Night Vision to a range of 10 yards.

Basic Profile

M	WS	BS	S	T	W	I
5	33	0	5	4	17	10

A	Dex	Ld	Int	Cl	WP	Fel
3	-	43	2	24	6	-

•SMALL ANIMAL•

The Old World abounds in all sorts of wildlife - those detailed here are given only as examples, and because spirit forms may be granted to Druidic Priests as familiars. Familiars are identical to their material counterparts, except that they have Inteliigence 89. Unless otherwise specified, these animals are all identical to those of our own world, and have a Neutral Alignment.

Foxes are cunning predators and scavengers, and perpetual foes of chicken-farmers throughout the Old World. They live in underground 'earths' in the forests of the Old World, in family groups comprising a dog, a vixen and a number of cubs. They live by hunting small game and stealing chickens where possible. They generally avoid Human contact, but can be dangerous if cornered or if their cubs are threatened - attacking with one *bite* per round.

Special Rules: There is a 5% chance that a Fox's bite will cause *infected wounds* (see *Disease*).

Basic Profile

M	WS	BS	S	T	W	I
5	33	0	1	2	5	40

A	Dex	Ld	Int	Cl	WP	Fel
1	-	14	14	14	14	-

Frogs in the Old World are identical in appearance, habits, and habitat to those of our own. Some spellcasters are able to summon swarms of Frogs - see the **Magic Section**.

Basic Profile

M	WS	BS	S	T	W	I
3	0	0	1	1	1	30

A	Dex	Ld	Int	Cl	WP	Fel
0	-	6	6	6	6	-

Otters are small predators living around river-banks and lake shores where they hunt fish. They are powerful and agile swimmers, as well as being fast and agile on land. While they generally pose no threat to humans (apart from the possible depletion of fish stocks), they can fight savagely if cornered or in defence of their cubs. They attack with one *bite* per round.

Special Rules: Otters may swim with no reduction in their Movement (ie, at the normal Cautious rate).

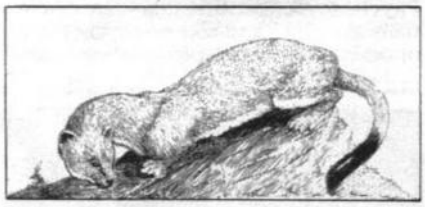
Basic Profile

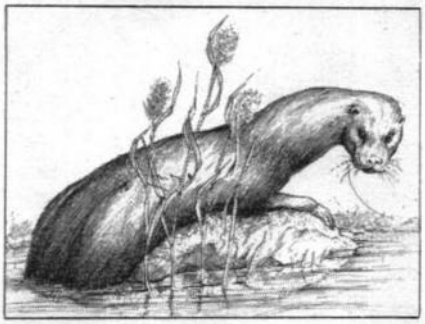
M	WS	BS	S	T	W	I
6	33	0	1	2	5	40

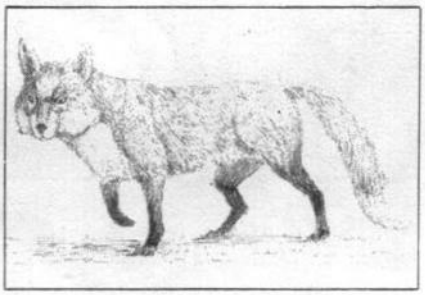
A	Dex	Ld	Int	Cl	WP	Fel
1	-	10	10	10	10	-

Rabbits are as common in the Old World as they are in our own, if not more so. They attack with one *bite* per round.

Special Rules: A Rabbit's bite has a 30% chance of causing *infected wounds*.







Basic Profile

M	WS	BS	S	T	W	I
7	25	0	0	1	1	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	2	2	2	2	-

Ravens, sometimes known as robber birds, are giant carrion birds similar in appearance to crows. They feed on other birds, small animals and so on. They are also attracted to bright, shiny objects, especially gems and precious metal, and there is a 10% chance that a Raven's nest will contain D4 jewels and D10 GCs (or the equivalent). They are aggressive birds, and may make sweeping attacks on travellers that approach too closely to their nests, attacking with one *bite* and one *claw* per round.

Special Rules: Ravens fly as *swoopers* and the M score given below is for ground movement.

Basic Profile

M	WS	BS	S	T	W	I
2	33	0	1	1	5	30

A	Dex	Ld	Int	Cl	WP	Fel
2	-	24	2	24	24	-

Squirrels are very agile, tree-living creatures, and can jump up to 5 yards from tree to tree, with a drop of 1 yard. They can climb sheer surfaces with no difficulty. In combat, they attack with one *bite* per round.

Special Rules: The bite of a Squirrel has a 15% chance of causing *infected wounds*.

Basic Profile

M	WS	BS	S	T	W	I
6	25	0	0	1	1	40

A	Dex	Ld	Int	Cl	WP	Fel
1	-	2	2	2	2	-

Stoats are aggressive, small predators, living mainly in wooded areas and preying on rabbits, voles, and other small herbivores. Although similar to weasels in general anatomy, they are somewhat larger, growing up to 3 feet in length. In addition to their speed and their sharp teeth, Stoats have the ability to *mesmerise* their prey (see *Standard Tests - Hypnotise*), swaying rythmically on their hind legs in a sinuous, snakelike motion before striking with a *bite* attack.

Special Rules: The bite of a Stoat has a 15% chance of causing *infected wounds*. When a stoat 'dances' in an attempt to mesmerise, the prey must make a successful WP test or be unable to move. When the Stoat breaks off dancing to attack, it's victim is treated as a *prone* target for the first attack only.

Basic Profile

M	WS	BS	S	T	W	I
6	41	0	1	1	5	40

A	Dex	Ld	Int	Cl	WP	Fel
1	-	10	10	10	10	-

•SNAKE, Giant & Normal•

There are nume rous species of Snake common to the Old World, including the terrifying Giant Rattler and the huge Rock Serpent. Ordinary Snakes are bad enough at the best of times, but Giant Snakes are more fearsome in proportion to their size. Most Snakes may attack by *biting* or by *constriction*, but they may not do both in the same round. The bite attack may or may not be *venomous*, at the GM's option (about 40% of Giant Snakes are venomous). Some *venomous* snakes may spit poison up to 10 yards, and a successful hit will blind the victim for D6 rounds.

Giant Rattlers are an especially large and fearsome form of Giant Rattlesnake. Unless surprised, or attacking with surprise, the Giant Rattler will usually announce its presence by shaking its tail in a most distinctive warning. They have no constriction attack, but have a *venomous bite* each round.

Rock Serpents are giant snakes which are found on craggy ledges and cliff faces. They feed mostly on birds and their eggs, and are able to climb almost sheer vertical surfaces with ease. They take no damage from falls or jumps - making it possible for the creature to hurl itself onto a victim from the top of a high cliff or ledge, which always counts as a surprise! Rock Serpents have one *bite* attack per round which is not *venomous*, but they usually swallow dead or unconscious victims whole. It takes 1 round to swallow a man-sized victim, who will suffer 1 Wound in each subsequent round, irrespective of all modifiers.

Vipers are typical of several species of non-monstrous poisonous Snakes which inhabit the Old World. They prefer a cool woodland environment, hibernating during the winter and being most active in the summer. Vipers prey mainly on small rodents and birds, but will attack a creature of any size if disturbed or threatened.

Physique: Giant Snakes can reach almost any length. The profile given is for a relatively small animal of about 15 feet; larger snakes add +1 S, +1 T and +5 W for each additional 10 feet of length. Vipers grow to a length of about 5 feet, and are distinguished by a dark 'V' pattern on the head and a line of black diamond shapes running along the back.

Alignment: Neutral.

Psychological Traits: All Snakes *fear* fire, but are otherwise immune to psychology rules. Giant Snakes cause fear in living creatures under 10 feet tall.

Special Rules: All Snakes have poor eyesight, but are able to sense warm-blooded creatures accurately within 20 yards. Lanterns or torches will confuse a Snake, reducing its Initiative by D6 x 10 points for that round. The BS score given below is for *venomous* spitting snakes only. Snake venom is usually extremely deadly - affected characters who fail a test against Poison will die in agony within D3 rounds.

Basic Profiles

Giant Snake

M	WS	BS	S	T	W	I
3	33	25	3	3	5	60

A	Dex	Ld	Int	Cl	WP	Fel
1	-	24	6	43	43	-

Giant Rattler

M	WS	BS	S	T	W	I
3	33	0	3	3	5	10

A	Dex	Ld	Int	Cl	WP	Fel
1	-	24	6	66	66	-

Rock Serpent

M	WS	BS	S	T	W	I
3	33	0	3	3	11	60

A	Dex	Ld	Int	Cl	WP	Fel
1	-	24	6	43	43	-

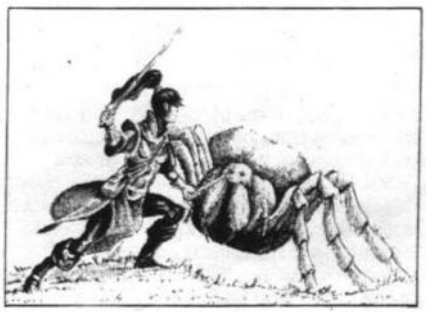
Viper

M	WS	BS	S	T	W	I
3	33	0	1	2	3	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	24	10	24	24	-

•SPIDER, Giant•

Giant Spiders are not common creatures, but their loathesomeness more than makes up for their rarity. They live deep within the darkest and most tangled of forests, or in underground lairs. Giant Spiders have a rudimentary, devious intelligence, and are able to communicate with each other, but the arachnid mind is not one that is easily intelligible to Humans, which is probably just as well.



In combat, Giant Spiders attack with two *venomous bites* per round.

Physique: Giant Spiders are huge creatures (at least 10 feet across), with multiple, composite eyes, and powerful legs covered in thick, black hair. Their colour varies from dark brown to black, and they often bear strange markings in various luminous or bilious shades of blue and green.

Alignment: Neutral or Evil.

Psychological Traits: Giant Spiders *fear* fire but are otherwise immune to all psychological effects. They cause *fear* in living creatures under 10 feet tall, and arachnophobia is a common disorder among those suffering from Insanity. Any character with this disorder who encounters a Giant Spider will be subject to *terror* (see *Standard Tests*).

Special Rules: The venom of a Giant Spider's bite typically results in victims being *paralysed*, if they fail a test against Poison. If a paralysed victim is bitten for a second time, the additional dose of poison will result in the character's death in D6 rounds (negated by a successful test against Poison). The tough exoskeleton of a Giant Spider counts as plate armour, giving it 2 points of armour on all body locations.

Basic Profile

M	WS	BS	S	T	W	I
5	33	0	5	4	17	10

A	Dex	Ld	Int	Cl	WP	Fel
2	-	43	2	24	6	-

•SUNWORM•

This curious creature resembles nothing so much as a large, fat and somewhat oily maggot. It has no eyes, and its other senses are only rudimentary. What material food it requires is absorbed directly through the skin, waste products being excreted in the same way. Sunworms are adapted to feed directly upon solar energy, and their skins act as living photo-electric cells. In daylight, the creature lies partly in direct light and partly in shadow; a considerable charge of electricity is built up, and this enables the creature to survive the hours of darkness.

Sunworms also employ their store of electric power for their defence. Small Sunworms can only deliver a weak charge, but a fully grown worm can easily kill a large animal, such as a Human. Fortunately, Sunworms are not aggressive, and will only deliver electric shocks to other creatures coming within a foot of them; this is a reflex response, and the creature has no actual control over the attack. It gets one attack for each full foot of length.

Physique: Sunworms grow up to 6 feet long; length can be determined randomly with a D6 if desired.

Alignment: Neutral.

Psychological Traits: Sunworms are completely mindless and take no psychological or other characteristic-based tests.

Special Rules: A single electrical attack causes D6 Wounds; metal armour doubles the damage, while leather armour halves it. Damage is modified by Toughness and Strength as normal. Sunworms are at their weakest during the hours of darkness, or very early in the morning, and the damage should be reduced to D6-1, or D6-2 Wounds at the GM's discretion. They will never pursue in combat.

Basic Profile

M	WS	BS	S	T	W	I
1	33	0	4	4	11	60

A	Dex	Ld	Int	Cl	WP	Fel
*	-	14	14	14	14	-

•SWARM•

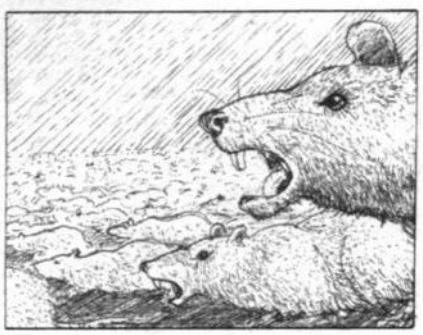
Natural Swarms of various creatures occur throughout the Known World, although what triggers them is not known. Swarming insects do great damage to agriculture, and severe plagues can mean starvation for thousands of people. In the Old World, Swarms of frogs, toads or rats occasionally rampage through villages or towns causing great consternation. The appearance of a Swarm is often attributed to "foul sorcery".

In combat, the Swarm gets one *bite* attack for every 100 creatures (or 10,000 insects) and this may be made in *any direction*.

Physique: A Swarm consists of 1000 members of its creature type, or 100,000 insects, in a circular mass about 6 yards across. The creatures making up the Swarm are typical of their species.

Aligment: Neutral.

Psychological Traits: Swarms are *subject to stupidity*, but are otherwise immune to all psychology and can never be routed. As they have an Intelligence of only 5, this means that they will usually do something stupid - or nothing at all. Each Swarm is considered to be a single creature, and its members will not fight among themselves.



Special Rules: Swarms are always of one species. When using metal miniatures, the GM should use one model to represent 100 creatures or 10,000 insects (thus a typical Swarm will be represented by 10 models).

Combats involving Swarms should be dealt with in a different manner to normal. The Swarm is judged to have only 1 Wound and 1 Attack for each model, but it can only really be harmed by fire, water (in the case of flying insects) or magic - all other attacks will kill D6 creatures (or D6 x 10 insects). The special attacks will cause at least 1 Wound, and the Swarm will diminish in numbers, and thus its remaining Wounds and Attacks will drop. Additionally, Swarms cannot do critical damage when they attack.

Swarms can move through groups of creatures, obstacles, houses, etc without penalty even if they are in combat. Aquatic or flying Swarms can move over water without penalty. Swarms can be created by Elementalists, entering play under their direct control (see *Summon Swarm* in the **Magic Section**). Should the Elementalist be slain, the Swarm should be moved randomly on a clock-face chart using a D20 (a score of 13-20 indicates that the Swarm dissipates, and is removed from play). Swarms attack all creatures with which they come into contact. All Swarms are considered to be *flammable*.

Random Swarms (Roll 1D10)

1	Ants	6	Rats
2	Bats	7	Scorpions
3	Beetles	8	Snakes
4	Frogs/Toads	9	Spiders
5	Lizards	10	Ticks

Notes: Snakes, Spiders, Scorpions, Rats and Lizards are *venomous* (see *Poison*). Beetles fly (as *hoverers*). Bats fly as *swoopers*. Frogs and Toads are *aquatic*, and can move over water or land without penalty. Wounds caused by Ants penetrate all armour (ignore any protection). Ticks do not reduce characters' Wounds, but their Strength scores. Roll for damage as normal, but subtract the total from the victim's Strength.

Basic Profile

M	WS	BS	S	T	W	I
4	33	0	1	1	10	10

A	Dex	Ld	Int	Cl	WP	Fel
10	-	89	5	89	89	-

•UNICORN•

Unicorns are semi-intelligent, and sensitive to alignment. They will flee or attack if approached by chaotic or evil types. Occasionally, a Unicorn may permit itself to be ridden by a character who is absolutely pure in thought and deed. Unicorns are inherently magical creatures, and are almost completely immune to magical spells; they cast a

magical aura around themselves which confers magical protections upon them and their riders. They may *not* be trained - a Unicorn will either consent to be ridden, or not.

In combat, Unicorns attack with one *gore* and one *kick/stomp* per round.

Physique: Unicorns have the appearance of horses, with a bearded, slightly goatlike head and a single straight horn projecting from the forehead, above and between the eyes.

Alignment: Good.

Psychological Traits: See below.

Special Rules: Unicorns will only allow themselves to be ridden by characters of Lawful or Good alignment *who have been absolutely true to their alignment throughout their lives*. They are immune to all basic magic spells; enhanced spells have a percentage chance of affecting them equal to the degree of enhancement. For example, a spell enhanced by 20 magic points has a 20% chance of working - and even so, the Unicorn is still entitled to its normal *Magic* test. Unicorns automatically cast an aura around themselves which has the following effects: Unicorn and rider are immune to all psychology rules, and have 2 points of armour in addition to any armour being worn; any Undead (apart from Champions, Heroes, Liches and Vampires) which come within 20 yards of the Unicorn are destroyed, with no saving throw. The rider only gains these protections when actually mounted on the Unicorn.

Basic Profile

M	WS	BS	S	T	W	I
8	50	0	3	3	17	40

A	Dex	Ld	Int	Cl	WP	Fel
2	-	89	18	89	89	-

•WERECREATURE•

The Old Worlders still live in fear of Werewolves, the shape-changers that haunted the forests of old - and perhaps still linger there today. Werecreatures are basically Humans capable of changing into the form of another creature, usually a Wolf. In Norsca, these creatures are not hunted and persecuted, as they are elsewhere, but are often encouraged to join the Berserkers in battle. In Human form a Werecreature is no different from a standard Human, and may not even be aware of his true nature.

Physique: Human Werecreatures can change into any one shape other than their own. This is usually a Wolf in the Old World, although Wereboars, Werebears, Werecats and even Werebison are known, but these are considerably rarer. There may be Werecreatures of other species, but none have yet been reported. In Norsca, Werebears are more common - although not as common as Werewolves - and live in Human communities with little friction.

Alignment: Any, but most are Neutral.

Psychological Traits: All Werecreatures are subject to *frenzy* and while in *frenzy* they must make a successful WP test or change to beast form until the *frenzy* subsides, when they must make a successful WP test in order to revert to Human form.

Special Rules: A Werecreature has two forms: one is Human, and the other is that of another non-giant, non-fantastic creature. Werecreatures have no absolute control over their shape-changing. While in beast form, the Werecreature has all the characteristics and abilities of the animal in question, and is subject to all rules that affect that creature, including psychology.

Basic Profile: In Human form, the Werecreature has a normal Human profile (see *Humanoids*). While in beast form, the profile is that for the animal in question.

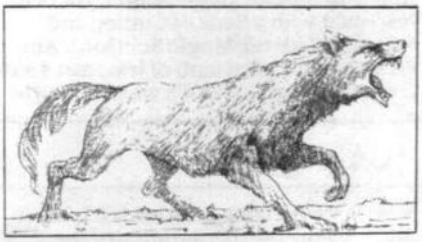
•WOLF•

There are three general types of Wolf in the Old World: the Pack Wolf, the Great Wolf, and the Dire or Night Wolf. All attack with one *bite* per round, which has a 20% chance of causing *infected wounds*.

Dire Wolf: These fearsome creatures are the largest of all the wolves, and fortunately are rarely seen - or at any rate, few have seen them and lived to tell the tale. They never venture abroad by day, and their Chaotic or magical origins are evinced by the fact that Dire Wolves corpses invariably disappear at dawn.

Great Wolf: These creatures are much larger, more intelligent and more fearsome than those of our own world. They are huge creatures, almost as big as a horse and can be ridden by other Evil creatures under 10 feet tall, such as Orcs or Goblins. The Old World Vampire (see *Undead*) has the ability to transform itself into a Great Wolf.

Pack Wolf: The Pack Wolf is a smaller relative of the Great Wolf, and is about the same size as the wolves of our own world. They live in the remoter forests and mountains, although their numbers are decreasing.



Physique: Dire Wolves are about 10 feet in length and distinguished by their coal black fur and glowing red eyes. Great Wolves are simply larger versions (about 6 feet in length) of Pack Wolves, which are identical to the Wolves of our own world. Fur is usually grey or brown, although albinos are common in the north.

Alignment: Dire Wolves are Chaotic or Evil; Great Wolves are Evil; Pack Wolves are Neutral.

Psychological Traits: Pack Wolves are subject to *fear* of fire.

Special Rules: The blood-curdling howl of Dire Wolves may induce *fear* in all who hear it, within 100 yards.

Basic Profile

Dire Wolf

M	WS	BS	S	T	W	I
9	50	0	4	4	17	40
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
2	-	66	29	29	29	-

Great Wolf

M	WS	BS	S	T	W	I
9	41	0	3	3	5	30
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
1	-	10	14	14	14	-

Pack Wolf

M	WS	BS	S	T	W	I
9	33	0	2	2	5	30
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
1		10	10	14	14	

•WYVERN•

The Wyvern is a solitary carnivore, a creature of the mountains and forests. It is fierce and very dangerous, but, thankfully, rare. Wyverns can be mounted and ridden if they are caught whilst young and broken in by someone who has knowledge of such things. They are creatures of Chaos, and sometimes appear out of the North.

Physique: As creatures of Chaos, Wyverns vary to some extent. In the main, they resemble Dragons, but are slightly smaller and lack forelegs. Wyverns average about 20 feet in length, so they are large creatures - large enough to be ridden by Orcs and members of other races.

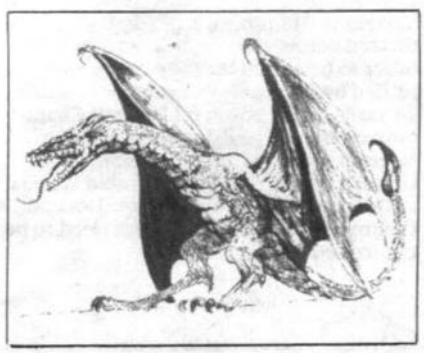
Alignment: Chaotic.

Psychological Traits: Wyverns cause *fear* in living creatures under 10 feet tall.

Special Rules: Chaotic characters with the Animal Training skill may attempt to train a Wyvern, provided that it has been captured shortly after hatching. Training will take a number of months equal to 24 minus the creature's Intelligence, which should be in the range D12+4. Wyverns owned by goblinoid tribes may be ridden by Champions, Heroes or Wizards. If a Wyvern's rider is killed, it will attack the nearest creatures - even other Wyverns - regardless of which side they are on. Wyverns fly as *swoopers*, and the M score given below is for ground movement.

Basic Profile

M	WS	BS	S	T	W	I
4	25	0	5	6	17	10
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
3	-	14	14	14	14	-



•ZOATS•

In many parts of the Old World, Zoats are regarded as creatures of legend. It is not known when or how they developed, or even whether they are really native to the Known World at all. What is certain, however, is that they are incredibly ancient and very powerful. They are solitary by nature, and are occasionally encountered in the depths of the most ancient forests of the Old World. Despite their bulk, they are quiet and reclusive, and can move through the densest undergrowth with hardly a sound. Occasionally, they have dealings with Elves and other forest-dwelling races, and they have been known to make contact with Human Druids from time to time. It is said that they are powerful magicians, and that they strive to keep the forests free of marauding goblinoids; ancient Elvish songs and legends tell of Zoats sometimes coming to the aid of Elven settlements attacked by Goblins and their kin.

Physique: Zoats are centauroid in appearance, having four thick, columnar legs and a powerful torso with two manipulative arms. They are reptilian, with heavy plates of fused scales covering their shoulders, back and hindquarters, and are about 6 feet high and 8 feet long. Their heads are reminiscent of snakes or turtles, but with a broad, heavily-armoured skull to accommodate their brains, which are proportionally large. Their slightly domed skulls, large eyes and wide mouths give them a wry expression. Colour ranges from dark brown through maroon to purple. They do not wear clothing or armour, for their scales protect them from the elements and from the blows of their enemies.

Their characteristic weapon is a long wooden staff tipped with a metal-bound cylinder of black stone; the metal is silver and carved with strange symbols which are indecipherable by other races. These weapons are wielded as a two-handed mace, and only a Zoat can use them effectively. All Zoats seem to speak a common grinding, rumbling tongue; they may also speak Elvish and occasionally the language of Druids.

Alignment: Neutral.

Psychological Traits: Zoats cause *fear* in goblinoids and Lizardmen.

Special Rules: Zoats have a 65% chance of having spell use as Druidic Priests of levels 1-4, with appropriate numbers of magic points, but they do not have familiars or any familiar-related abilities. To work out a spellcasting Zoat's level, roll a D10: a result of 1-4 indicates level 1; 5-7 level 2; 8-9 level 3; and 10 level 4. The great mace of a Zoat has a 25% chance (100% in the case of spellcasters) of being inscribed with a Rune of Cutting and Smashing (see the **Magic Section**). Any creature with a Strength of less than 4 suffers a 20% penalty to WS when trying to wield a Zoat mace. Their scales give them 3 points of armour on the body and hindquarters, and 1 point on all other locations.

Basic Profile

M	WS	BS	S	T	W	I
7	59	25	5	5	18	50
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
2	43	89	89	89	89	43

•UNDEAD•

Carrion
Ghoul
Liche
Mummy
Skeleton
Vampire
Zombie

The Old World is a magical place. Undead creatures, such as Zombies and Skeletons, while not commonplace, are an accepted reality. Often such creatures are controlled and employed directly by Necromancers, or other evil, magic-using monsters.

Skeletons, Mummies and Zombies, as indicated below, need to be controlled in order to be effective. They can be controlled by a friendly Necromancer within 24 yards, or by powerful Undead Champion or Hero types - irrespective of Necromancer abilities. The number of Undead which may be controlled is equal to the controller's Intelligence. Undead Champions and Heroes do not need to be controlled themselves.

•CARRION•

Carrion were once great birds of prey inhabiting the northern fringes of the Worlds Edge Mountains. Now they are scarcely recognisable, having been captured and warped by Chaos into their present form. These great, Undead birds now serve the forces of Chaos as aerial scouts and fighters. Occasionally, they will carry a rider - typically a small Chaos Goblin mutant armed with a lance and a bow. They cannot carry heavier riders.

In combat, Carrion attack with two *claws* and one *bite* per round.

Physique: Carrion are skeletal flying beasts, mostly birdlike but with membranous wings and tails, reminiscent of bats or pterodactyls. They stand about 7 feet high, with a wingspan of 15-20 feet.

Alignment: Chaotic.

Psychological Traits: Carrion cause *fear* in living creatures, and are immune to psychological effects themselves. When not carrying a rider, they are subject to *instability*.

Special Rules: Despite their tattered looking wings, carrion fly as *swoopers* and the M score given below is for ground movement. Carrion without riders can carry one creature of Goblin size or smaller in their talons. To snatch such a victim from the ground requires a successful hit with both claws. A favourite tactic is to drop the victim from a great height.

Basic Profile

M	WS	BS	S	T	W	I
4	33	0	3	3	11	40
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
3	-	29	10	29	29	-

•GHOUL•

Ghouls are Humans who have acquired Undead status whilst living by the insane practice of feeding on corpses. They are shrieking, incoherent monsters, and are dangerous only in great numbers. They can sometimes be seen at night in graveyards or during the aftermath of a battle. They are completely unreliable in combat, and will flee gibbering and screaming if they appear to be losing a fight. They attack with their filthy talons, giving them two *claw* attacks

Physique: Ghouls resemble Humans, but lack all Human grace in movement and appearance. Their bodies are slack and crouched, their faces distorted and leering, and their teeth are often pointed and over-large.

Alignment: Evil.

Special Rules: Hits from Ghouls are *venomous* - victims who fail a Poison test will be paralysed for D8+4 rounds. If a

Ghoul's opponent retreats from combat and there are one or more dead bodies between the character and the Ghoul - even dead Ghouls - the Ghoul must make a WP test. If it fails the test, it will not pursue the character, but will stop and feed until it is attacked.

Basic Profile

M	WS	BS	S	T	W	I
4	25	0	3	4	5	30

A	*Dex*	*Ld*	*Int*	*Cl*	*WP*	*Fel*
2	43	6	18	43	43	-

•LICHES•

Liches are undead Necromancers. They have become foul, twisted and tormented by years of evil toil. Their mental and bodily functions are preserved by powerful magic, but their bodies continue to decompose as if they were truly dead. Specific career and magical detail will vary from individual to individual, but in general terms, Liches will all have attained 4th level of Necromancy, with D4 Battle Magic spells and D4 Necromantic spells at each level and D4 Petty Magic spells, plus some or all of the skills and advances for each level, as you see fit. Their magic points may either be assigned or generated randomly by rolling 9D8.

Physique: A Liche's body resembles that of a Zombie or Ghoul - an animated corpse in the process of decomposition.

Alignment: Evil.

Psychological Traits: Liches cause *fear* and *terror* in living creatures; they are immune to psychological effects themselves.

Special Rules: The Liche has glowing red eyes, which can *transfix* any living creature. A Liche may try to transfix *one* opponent, provided it is not already in combat. The victim must make a successful Hypnotism test or be transfixed; she or he may not move or take any action, and any attacks will hit automatical-

ly. This is a magical attack, and both Liche and victim can use magic points to enhance/augment as normal. While *transfixing* a victim, the Liche itself may not move, attack, cast spells, or maintain spells cast earlier, but it may continue to control Undead already under its command. Liches can act as controllers of undead units in the same way as Necromancers. They can only be wounded by spells or magical weapons.

Basic Profile

M	WS	BS	S	T	W	I
4	41	25	4	4	23	60

A	Dex	Ld	Int	Cl	WP	Fel
4	43	89	89	89	89	-

•MUMMY•

Mummies are corpses, carefully embalmed and preserved against the ravages of time by secret and magical arts as practised by the priesthoods of ancient civilisations, most notably those of Araby. In the Old World, Mummies are rare but not altogether unknown; the lore of ancient Araby has passed into the magical practice of many areas, and even in the Old World Mummies may occasionaly be made by some Necromancer for his own purposes.

Physique: Mummies are embalmed, humanoid corpses, swathed in bandgages.

Alignment: Neutral or Evil.

Psychological Traits: Mummies cause *fear* in all living creatures and *terror* in living creatures under 10 feet tall.

Special Rules: Mummies are *flammable*. They do not need to be controlled by a Necromancer, but are *subject to stupidity* if they are not controlled. They can act as undead Champions, controlling other undead. Hits from a Mummy have a 40% chance of causing Tomb Rot (see *Disease*).

Basic Profile

M	WS	BS	S	T	W	I
3	33	0	4	5	23	30

A	Dex	Ld	Int	Cl	WP	Fel
2	24	89	43	43	89	-

•SKELETON•

A Skeleton is magically formed from the remains of a long-dead humanoid. Skeletons lack strong wills of their own, and are sustained only by magic.

Physique: An animated humanoid skeleton - usually with tattered rags and broken equipment.

Alignment: Since they must be controlled, they have no real alignment of their own, but may be regarded as Evil.

Psychological Traits: Skeletons are immune to the psychology rules, and cannot be forced to leave combat. They cause *fear* in living creatures.

Special Rules: Skeletons are subject to *instability*, and if they become unstable they will always collapse, never to rise again. Skeletons must be *controlled*; if they have no controller, they become subject to stupidity. Hits from a Skeleton have a 35% chance of causing *infected wounds*.

Basic Profile

M	WS	BS	S	T	W	I
4	25	17	3	3	5	20

A	Dex	Ld	Int	Cl	WP	Fel
1	18	18	18	18	18	-

•VAMPIRE•

Vampires are most fearsome creatures who feed on the blood of the living, draining their Strength to sustain their magical abilities. Vampires have the spellcasting abilities of a level four magician, with a free choice of Battle Magic and Necromantic Magic spells. A typical Vampire will have D4+1 of each at each level, plus D10 Petty Magic spells. These can be allocated by the GM or selected randomly. Some Vampires have access to Demonic Magic spells. A Vampire has 40 magic points, or 9D8 if you wish to generate the score randomly. As well as being able to cast spells, Vampires can use magic points to *shapechange* into a number of forms, including Great Wolf and Giant Bat. They can also assume an *ethereal* state.

Vampires cast no reflection in any surface, including mirrors, water or highly polished armour. A Vampire can never enter a house without first being invited in, and they are adept at presenting themselves as travellers and other harmless humans in order to gain entry to a building.

Physique: A Vampire's appearance depends on the form it has assumed (humanoid, bat, wolf, or ethereal). The archetype is that of a tall, slim, pale Human. While *ethereal*, Vampires can appear as a formless mist, or as a spectral figure indistinguishable from a Wraith or Spectre. In all forms, however, they have prominent incisor teeth.

Alignment: Evil.

Special Rules: A Vampire may control friendly Undead within 24 yards in the same way as a living Necromancer, even if it has no Necromantic spells.

The gaze of a Vampire can have a hypnotic effect; this ability costs 2 magic points to use, but if the victim fails a WP test he or she will become the Vampire's slave, even clearing away garlic and other protections so that the Vampire can feed. Each time the Vampire feeds, the victim is allowed a further WP test to throw off the compulsion. A Vampire can only control one person in this way at any time and must be within 4 yards of the victim.

A Vampire must rest during the day in a coffin lined with the soil of its native country, and is only active at night. At the beginning of each night, the Vampire must expend 10 magic points in order to survive - if it fails to do so, it will remain in a cateleptic state, unable to use any of its powers and indistinguishable from a normal corpse. If discovered in this state, the Vampire may be taken for dead, and subsequently buried (or worse, cremated!).

Vampires use magic points to change from one form to another as well as for spellcasting. Each change costs 2 points - Vampires may have to roll for success if their remaining points drop to a low enough level (as for normal spellcasting) - and takes a full round to complete.

Vampires may not recover magic points by sleep or meditation; they can only do so by draining the life-force from living humanoid creatures. Each Wound or Strength point loss on the victim's part gives the Vampire 1 magic point; a Vampire cannot increase its magic point total beyond its initial level in this way.

A Vampire may be wounded by normal weapons while in material form, but is immune to non-magical weapons while ethereal, and in this form it can only use magic points to assume a solid form, although it can drain Strength like a Wraith (see *Ethereal Undead*). A Vampire in physical form which is slain by normal weapons is instantly turned ethereal, and loses all its remaining magic points.

Destroying Vampires: A Vampire dealt a killing blow by a magical weapon is robbed of all its remaining magic points and becomes cataleptic; it can only rise again if it is fed at least 10 pints of fresh blood, each pint restoring one magic point. In this dormant state, a Vampire can be killed by cremation, although if it has enough magic points to become active, it is allowed a test on WP to change to another form and escape before it is destroyed by the fire, taking 3D6 Wounds in the process. If it is transfixed through the heart with a stake of hawthorn wood while in its dormant state, it will be rendered inactive until the stake is removed, and will lose all its magic points in the process; it can then be finally destroyed by cremation. Sunlight is harmful to Vampires: each round of exposure to daylight causes D6 Wounds and robs the Vampire of 2D6 magic points. When either reaches zero, the Vampire crumbles to dust, and is totally and permanently destroyed. Vampires in the dormant state are not affected by sunlight, but if they can be kept from rising to feed for long enough, they will decompose in the same way as normal corpses.

A Vampire can be held at bay by the religious symbol of any god which is not connected with death or Chaos; if the holder passes a WP test, the Vampire can actually be repelled. If a Vampire touches, or is struck by, a religious symbol, holy water, or any other religious item, its flesh will be seared for D3 points of *fire* damage. Garlic flowers have a similar effect.

Vampires are also unable to pass running water, and can be trapped by streams, rivers, and so on. If running water touches them, it will cause damage - D3 points for a splash, and more for more serious contact (GM's discretion). If a Vampire is immersed in running water, it must make a WP test or be destroyed. If the test is successful, the Vampire still takes 3D6 damage.

Vampiric Procreation: On rare occasions, a Vampire may turn one of its victims into another Vampire rather than simply killing him or her. These chosen few will almost always be physically attractive and of the opposite sex. To effect the transformation, the Vampire drains the victim of blood over a period of several nights, and when the victim reaches zero Wounds, the Vampire opens one of its own veins, generally in its chest, and lets the victim drink its blood. The victim will then 'die', becoming cataleptic, and can be restored to unlife by the Vampire bringing its 'child' a new victim, to be totally drained of blood. This gives the new Vampire sufficient magic points to become active and feed. Vampires are generally disdainful of the human 'cattle' upon whom they feed, and will only rarely pass on their 'gift'; they are also keenly aware that each additional Vampire in an area increases both the strain on the food supply and the chances of discovery.

Basic Profile

As for the basic type (Human, Wolf, Bat, or Wraith) *except*

M	WS	BS	S	T	W	I
-	+30	+30	+3	+3	+15	+30
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
+3	+20	+20	+20	+20	+20	+20

•ZOMBIE•

Like Skeletons, Zombies are magical creatures formed from the reanimated remains of dead Humanoids. They lack strong wills of their own, and rely on magic to keep them whole and coherent.

Physique: Zombies resemble corpses in various states of decomposition. They are filthy and disgusting to look upon, and carry the stench of the grave wherever they go.

Alignment: Zombies lack the self-will to have a true alignment, but can be regarded as Evil.

Psychological Traits: Zombies cause *fear* in living creatures they attack, but are themselves immune to psychological effects.

Special Rules: Unlike Skeletons, Zombies can be forced to leave combat; when they *lose* a round of combat (see the **Combat Section**), they have to pass a Leadership test in order to keep fighting. They are *subject to instability* and must be *controlled* if they are to fight effectively. A Zombie group which has no controller becomes *subject to stupidity*, and if it becomes unstable it will always disappear, never to be seen again. Zombie

Champions and Heroes are unheard of and Zombie groups are usually led by other Undead such as Skeleton Champions or Heroes. Hits from a Zombie have a 20% chance of causing Tomb Rot (see *Disease*); those hits which do not cause Tomb Rot have a 50% chance of causing *infected wounds*.

Basic Profile

M	WS	BS	S	T	W	I
4	25	0	3	3	5	10

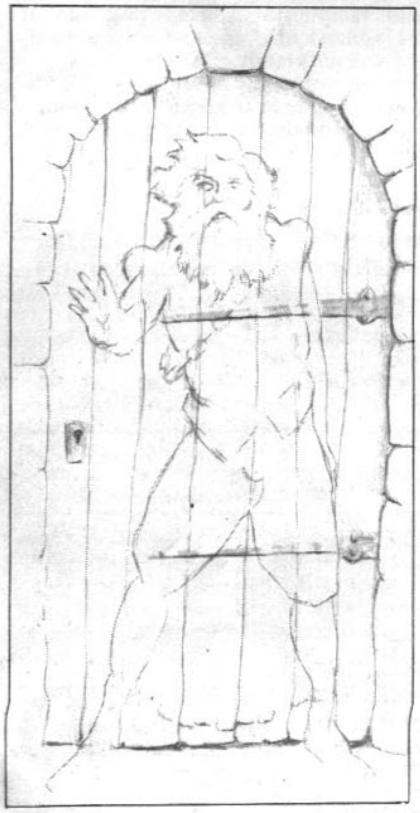
A	Dex	Ld	Int	Cl	WP	Fel
1	10	10	14	14	14	-

•ETHEREAL UNDEAD•

Ghost
Marshlight
Spectre
Wight
Wraith

Ethereal creatures are Undead who have no material existence - although their appearance is visible in this world, they are not really a part of it. In general terms, they only exist either as apparitions or as pure energy. GMs should portray these creatures as the ghostly, uncertain images that they are, sometimes appearing substantial, at other times translucent, or shadowlike, or simply glowing lights. Because they are not material, they are usually immune to normal weapons, and can only be harmed by magic or magical weapons. By the same token, they are often unable to exert any physical force in the material world, and must rely upon magical abilities.

Ethereal creatures are subject to the rules already given for *instability*. An Ethereal creature is usually bound to a fixed area - often a graveyard - and will be *subject to instability* only if it ventures outside that area.



•GHOST•

Ghosts are the disembodied life-forces of dead creatures, which have become trapped in the material world because they have not been laid to rest properly, or because they died unexpectedly or in traumatic circumstances. Murder victims, women who died in childbirth or people who died 'before their time' are typical examples. Their Ghosts may wish to draw attention to the manner of their death and see their murderer punished, or their remains decently buried. Ghosts are not necessarily Evil, and are normally bound to the place of their death.

Physique: Ghosts can appear in a variety of guises. They usually have the same appearance that they bore in life, although they generally appear less solid or even transparent. Sometimes, however, they appear to be fully material, and cannot be told apart from a living Human. Some Ghosts can talk in order to pass on information or issue warnings, while others can only moan or scream, and others still are unable to make any sound.

Psychological Traits: Ghosts are subject to *instability* when outside their bounded area, but they are immune to all other psychological tests and cannot be forced to leave combat. Ghosts cause *fear* in living creatures.

Special Rules: Ghosts cannot be wounded by non-magical weapons, and cannot cause damage themselves. Their touch, however, can cause *fear*; when a Ghost 'strikes' an opponent, the victim must make a Leadership test with a -10% penalty; if this is failed, he or she will flee from combat. They may pass through solid objects, such as walls, without penalty, and may become visible or invisible at will.

Basic Profile

M	WS	BS	S	T	W	I
4	25	0	0	3	17	30

A	Dex	Ld	Int	Cl	WP	Fel
1	-	18	18	18	18	29

•MARSHLIGHT•

Marshlights are ethereal creatures which take the form of glowing lights; they can appear to be lanterns, vaguely humanoid figures or other crude shapes. They can neither wound nor be wounded, although magical weapons may drive them off. They are dangerous not because of any physical damage they cause, but because of the compelling hypnotic effect, by which they lead mesmerised characters to their deaths. It is thought that they feed in some vampiric way upon the ebbing life-forces of their victims.

Physique: Marshlights have no physical form, but can appear as glowing lights of indistinct appearance or as luminous humanoid or animal figures.

Alignment: Evil.

Special Rules: Marshlights cause no damage in combat, and are themselves impossible to harm - although they may be banished by a single hit from a magical weapon. Characters seeing a Marshlight must make a Will Power test or be mesmerised, following the Marshlight wherever it leads; generally into sinkholes and quicksands. Mesmerised victims may be restrained by any characters who still retain their wills, and if restrained or struck, the victims are allowed another WP test to throw off the mesmerism. The compulsion automatically ends if the Marshlight goes out of its victim's sight.

Basic Profile

M	WS	BS	S	T	W	I
4	0	0	0	0	0	0

A	Dex	Ld	Int	Cl	WP	Fel
0	-	0	0	0	0	-

•SPECTRE•

Spectres have become trapped in the material world either as a result of a broken vow or because of a curse placed upon them during their lives. The Spectre is doomed to haunt the living world until it can fulfil its broken vow or redeem itself from its curse. Spectres are not necessarily Evil, and they may encourage or help living creatures if this will help them to escape from their miserable condition. They are normally bound to the area where they died in the same way as are Ghosts.

Physique: Spectres are ethereal creatures with no physical substance; they are usually luminous and semi-transparent, but otherwise appear much as they did at the time of their death.

Psychological Traits: Spectres are *subject to instability* while outside their bounded area; they are immune to all other psychological tests and cannot be forced to leave combat. Spectres cause *fear* in living creatures and can cause *terror* in living creatures if they choose to do so.

Special Rules: Spectres can only be wounded by magical weapons. A character hit by a Spectre will be *paralysed* unless he or she can make a successful Will Power test. Paralysed individuals cannot move or attack for 2D6 turns (minutes). Paralysis attacks even affect creatures which are immune to non-magical weapons. Because Spectres are ethereal, they may pass through solid objects such as walls and so on without penalty. They may not touch or manipulate material objects.

Basic Profile

M	WS	BS	S	T	W	I
4	41	0	0	4	23	40
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
4	-	18	18	18	18	29

•WIGHT•

A Wight is an ethereal creature formed from the spirit of a long-dead Human. Wights crave life and wealth, and are often said to have great treasures buried with them. They are unable to leave the precincts of their tombs, and will defend these and their possessions from robbers and defilers. As they slay living creatures, they gain the power that enables them to remain in the living world.

Physique: Wights appear as ancient, withered corpses. They are nearly always clad in rotting finery or rusting but serviceable chain mail, and their whole figure glows with an unholy radiance which makes then readily distinguishable from Zombies. They exist partly in the material world and partly in the ethereal, and may become semi-transparent or indistinct as their power ebbs.

Alignment: Evil.

Psychological Traits: Wights are *subject to instability* outside their own tomb, but are immune to all other psychology rules and cannot be forced to leave combat. Wights cause *fear* in living creatures.

Special Rules: Wights cannot be damaged by non-magical weapons. In combat, they do not cause Wounds damage, but deduct 1 point from the victim's Strength and add 1 to the their own Strength and D10 to their magic point total. A victim reduced to zero Strength is slain; Strength loss may be regained at the rate of 1 point per day of complete rest. A Wight will have D4 Strength points and D10 magic points when encountered, and its Strength score cannot exceed 6, although its magic points may rise to any level. A Wight must expend magic points to remain in its semi-material state; 1 point will sustain it for a year of complete inactivity, while 1 point per round is needed for most activity and 2 points per round must be expended during combat. Attacks count as magical, and can affect creatures which are immune to normal weapons, but Wights cannot wound other ethereal creatures and cause normal Wounds against Undead, demons and other non-living creatures. A Wight reduced to zero magic points becomes fully ethereal, and may then be treated as a Ghost.

Basic Profile

M	WS	BS	S	T	W	I
4	*33	0	*	4	17	30
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
1	18	18	18	18	18	-

* - See *Special Rules* above.

•WRAITH•

The Wraith finds itself trapped between worlds, compelled to remain partly in the world of the living by some long-forgotten task, duty or obsession. Deprived of rest, it becomes warped and vengeful, and, in time, confused and lacking in proper mental faculties. Wraiths haunt tombs or ruins, and will slay living creatures that disturb them.

Physique: Wraiths have no material form, and appear as dark, misty humanoid shapes with burning red eyes, dressed in shrouds. They may appear to be normal men from a distance in poor light.

Alignment: Evil.

Psychological Traits: Wraiths are *subject to instability* outside their normal environment (graveyard, ruins, tomb, etc), but are otherwise immune to all psychology rules. They cause *fear* in living creatures.

Special Rules: Wraiths cannot be wounded by non-magical weapons. In combat, hits from Wraiths do not cause Wound damage but deduct 1 point from the victim's Strength. Creatures reduced to zero Strength are slain; Strength loss may be regained at the rate of one point per day of complete rest. This attack counts as magical, and can wound creatures not affected by normal weapons, but has no effect on other ethereal creatures, Undead, Demons and other non-living creatures. Wraiths can move through solid objects such as walls without penalty.

Basic Profile

M	WS	BS	S	T	W	I
4	17	0	3	4	11	30
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
2	-	18	18	18	18	-

•ELEMENTALS•

Air· Earth Fire Water

When the energy inherent in one of the four elements - Fire, Water, Air, and Earth - becomes incarnate, the creatures thus formed are known as Elementals. Although there is really no such thing as an elemental's "natural form", each has a familiar manifestation which is basically humanoid; this is due to the fact that most Elementals are summoned by Elementalist Wizards or druidic priests, and they usually respond by imitating the form of their summoners.

Each of the four Elemental types has special powers unique to itself. However, all Elementals share many common features, with the same rules applying to each.

•GENERAL RULES•

Elementals are temporary physical manifesations of the four natural forces of Air, Earth, Fire and Water. They have no real sense of personal identity or individual intelligence. Their memories are those of their element as a whole; sometimes an Elemental will appear to be very wise, while at other times it can seem very stupid. In reality, they lack anything that a human would recognise as intelligence; they never question anything, they do not make judgements of any kind and they have no self-motivation. They will obey the commands of their summoners, and are destroyed if they are slain.

Some Elementals may cast spells. These are always successful, and Elementals do not have a Magic Level, as they draw their energy directly from the world source.

An Elemental is not of a fixed size. Elementals of a certain size may split into smaller Elementals, or combine into larger ones, at the beginning of their turn. Split Elementals do not operate as a unit, but are treated as individuals.

A 'Standard' Elemental is size '10' and has the profile given below. As you will see, all of its characteristics are 9 or 90. The Elemental may split up into two size '5' Elementals, ten size '1' Elementals or whatever the summoner wishes. The characteristics are always equivalent to the creature's size, or size times 9 as appropriate.

For every 9 Wounds suffered by an Elemental, its size is reduced by 1, and thus all its characteristics will be reduced by 1 or 9 as appropriate. So, a size '4' Elemental taking 9 Wounds will become a size '3' Elemental, and all characteristics will change accordingly.

Elementals cannot be harmed by normal weapons. Their own attacks may be made in any direction, irrespective of facing. Attacks from an Elemental are magical, and can wound creatures which are immune to non-magical weapons.

Occasionally, Elementals of differing types can come into conflict with each other. In such cases, add up the total size value of each type in hand-to-hand range. The type with the highest total value wins, and the other Elementals are destroyed; the victorious Elemental is, however, reduced in size by an amount equal to the total size of the Elementals which it has defeated. For example, a size 10 Fire Elemental will defeat two size 3 Earth Elementals, but will itself be reduced to size 4 in the process. If the totals of the two sides are the same, then both types will be destroyed.

Basic Profile

M	WS	BS	S	T	W	I
9	90	90	9	9	90	90

A	Dex	Ld	Int	Cl	WP	Fel
9	90	90	90	90	90	-

•AIR ELEMENTAL•

Air Elementals are often invisible, or take the form of a swirling cloudy figure. They may only move through the medium of air. They may move over and attack anything in contact with the air. Air Elementals may not move through a barrier of any of the other elements, but may move around or over them if possible. They may not move underground or through water, but they suffer no other movement restrictions or penalties.

An Air Elemental of size 5 or greater can cast one Wind Blast spell per round (see *Battle Magic Spells* - **Magic Section**).

•EARTH ELEMENTAL•

Earth Elementals have a rough, stoney hide in any form they take. They may move through solid objects of stone or metal at will, including walls, doors and the ground itself. They may not cross a barrier composed of one of the other elements, although they may go under or around such a barrier if they can do so without losing contact with the earth. They must remain in contact with the ground at all times; if an Earth Elemental is detached from the ground, it crumbles to dust and is instantly destroyed.

An Earth Elemental of size 5 or greater can cast one Assault of Stones spell per round (see *Elemental Spells* - **Magic Section**).

•FIRE ELEMENTAL•

Fire Elementals appear as figures of animated flame. They may move freely provided that they remain in contact with both earth and air; if a Fire Elemental loses contact with the ground or is cut off from the air, it is extinguished and ceases to exist. A Fire Elemental cannot cross a barrier of any of the other elements. It cannot move through solid objects, but can seep through structures which are not air-tight at normal movement rates. Fire Elementals which are stranded over water are destroyed; heavy rain may also destroy a Fire Elemental. Each blow from a Fire Elemental causes D6 points of *fire* damage.

A Fire Elemental of size 5 or greater can cast one Fire Ball spell per round (see *Battle Magic Spells* - **Magic Section**).

•WATER ELEMENTAL•

Water Elementals can take the form of huge waves or waterspouts in a body of water such as a sea or lake, and appear as torrential, driving rain over land. They can move between earth and air at normal movement rates, but cannot wholly enter either the earth or the air. In addition, they may move through any body of water, including underground rivers and drains.

A Water Elemental of size 5 or greater can cast one Lightning Bolt spell per round (see *Battle Magic Spells* - **Magic Section**).

•DEMONS•

Baalrûkh
Demon, Greater
Demon, Lesser
Demonic Servant
Mabrothrax
Mardagg
Viydagg

The Demons described here are but a sample of the infinite variety of Demonkind; were we to publish a tome the size of this entire book on the subject, we could do no more than scratch the surface. More information on Demons, and the beings whom they serve, will be found in forthcoming supplements, and the GM may take it upon himself to invent further Demonic beings and develop the relationships between the different deities and their Demonic servants.

Demons are the servants of various deities, and do not belong to the material world. As such, they are subject to the same rules regarding *instability* as are undead creatures.

Demonic creatures always behave in a very absolute manner. They know what they have to do, and take any measures necessary in order to do it. A Demon will never go against its own deity, and will always attempt to carry out its orders to the best of its ability.

Demons which are 'killed' in the material world are not destroyed totally - they are forced to retreat back to their home plane, where they regain one Wound point per year (in Old World time), and suffer a great deal of harassment and mockery from their fellow Demons. When they regain full strength, they will seek to destroy the mortal who put them in such disgrace - so a Demon summoned by a character may well have some old scores to settle in the material world, and will be more eager to do so than to carry out the commands of its latest summoner.

•BAALRUKH•

A Baalrûkh is a type of Greater Demon, distinguished by its affinity for fire and fire-based magic. There are believed to be only six Baalrûkhs, and their names are closely-guarded secrets, for it is said that whoever knows the true name of a Baalrûkh can command it to do anything. Baalrûkhs, like most Greater Demons, regard themselves as the nobility of the demonic planes. Rivalry between them is intense, and each will claim to be the prince of all Baalrûkhs, or some other spurious title. A Baalrûkh may even claim to be a demon prince or a god if it is sure that no such entity can hear.

They are generally contemptuous of mortals who summon them, and will frequently try to destroy their summoner. Failing this, they will seek to pervert any orders they are given in order to cause as much destruction as possible. It is dangerous to threaten a Baalrûkh, and those who summon them and try to control them by force usually come to an unpleasant end; Baalrûkhs may obey orders for a time, but will invariably seek some opportunity to take revenge. Baalrûkhs have long memories, and never forget an enemy. Characters who trade with a Baalrûkh usually have greater success, provided the stakes are high enough - Baalrûkhs resent having their time wasted. Moreover, they have had thousands of years' practice in the striking of bargains, and those that summon a Baalrûkh frequently find their orders being carried out to the letter, in a way which turns out disastrously for them.

Baalrûkhs are able to attack 10 times per round in total. Six of these attacks will be with a weapon or by *clawing*; 2 will be *kick/stomps*; one will be a *tail lash*; and one will be with the creature's *flame whip*. All attacks from a Baalrûkh count as *magical*, and can wound creatures which are immune to non-magical weapons.

Physique: Baalrûkhs have muscular humanoid bodies with massive goatlike legs and horned heads resembling a cross between a goat, a lion and a dragon. A pair of huge, batlike wings grows from their backs, and they have a long, barbed, snakelike tail. Fire shoots from their nostrils and mouths and their eyes glow like coals. They are often wreathed in flames. Baalrûkhs are large, always over 10 feet tall and often much bigger.

Alignment: Evil.

Psychological Traits: Baalrûkhs cause *fear* and *terror* in all living creatures. They are immune to psychological effects (unless caused by gods) and cannot be forced to leave combat (except by gods).

Special Rules: Baalrûkhs can fly as *swoopers*. M given is for ground movement. They are immune to normal weapons and, in addition to a great flaming sword, they invariably carry a flaming whip which can be used to strike a hand-to-hand combat blow against any target within 12 yards. Any hit from a Baalrûkh will also cause additional *fire* damage. Baalrûkhs are magical creatures, and may cast spells as a Demonologist of level 1-4 with Magic Points equal to 1D8 + 1D8 per level. They can also *breathe fire* in the same way as Dragons. All targets within the area of the breath (a cone, 24 yards long and 8 yards wide at its widest point) are hit automatically for 2D6 Wounds with a Strength of 7. Victims who make a successful Initiative test suffer only half damage, but *flammable* targets take additional damage. A Baalrûkh will not breathe if engaged in hand-to-hand combat.

Basic Profile

M	WS	BS	S	T	W	I
6	90	93	7	7	89	100

A	Dex	Ld	Int	Cl	WP	Fel
10	89	89	89	89	89	18

•DEMON, Greater•

Greater Demons are the most powerful of their kind. In their own planes of existence they are second only to the gods themselves, and have authority over all other Demons. They are even worshipped by some Human cults as if they were Gods. Like Baalrûkhs, these entities tend to be proud and haughty, and only the very powerful or the very foolish attempt to summon them. It is impossible to generalise further about their natures, as they are an extremely varied group of entities. Most are over 10 feet tall, but not all are Evil or malicious. The gods and goddesses each have their own types of Demons.

The attack forms of Greater Demons can vary according to their individual physique, but most have 10 attacks.

Physique: Extremely varied; it is impossible to lay down any guidelines. Details of some of the commoner types of Greater Demon will be found in future material.

Alignment: According to ruling deity.

Psychological Traits: Greater Demons cause *fear* in all living creatures and *ter-*

ror in living creatures under 10 feet tall. They are subject to *instability*.

Special Rules: Obviously, GMs are free to create their own Greater Demons and invent whatever special rules seem appropriate. The profile given below is for an average Greater Demon - if there is such a thing. They fly as *swoopers*; M given is for ground movement. They are immune to normal weapons whereas all attacks from a Greater Demon count as *magical* and can affect creatures which are invulnerable to non-magical weapons. Greater Demons (including Baalrûkhs) can act as leaders over units of Lesser Demons or living troops of their own alignment.

Basic Profile

M	WS	BS	S	T	W	I
6	90	93	7	7	59	100
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
10	89	89	89	89	89	89

•DEMON, Lesser•

Lesser Demons are the most common Demon types. They are the rank-and-file members of their own societies, used as soldiers, workers, messengers or whatever else their ruling deity may command. As with all Demons, it is impossible to generalise about their natures, though most are under 10 feet tall. Not all are Evil or malicious. Each deity commands an individual type of Demon, Gargoyles being a typical variety. Because they are less dangerous than Greater Demons, they are more commonly summoned, although they can still be deadly if not properly controlled. Like other Demons, their first reaction on being summoned to this world will be to kill their summoner.

Lesser Demons generally have 2 attacks, although some individuals may have 3 or 4 if their physique permits.

Physique: Variable. Often humanoid, sometimes winged. Usually under 10 feet tall. Gargoyles, for example, are humanoid, about 6 feet tall and have batlike wings, goat legs and ugly horned heads.

Alignment: According to ruling deity. Gargoyles are Evil.

Psychological Traits: Lesser Demons cause *fear* in all living creatures under 10 feet tall. They themselves are immune to psychological effects except those caused caused by Greater Demons or gods, and cannot be forced to leave combat (except by such beings).

Special Rules: As with Greater Demons, GMs should design their own Demons

and invent whatever special rules seem appropriate. The profile given below is for a Gargoyle, which comes as close as anything can to being an average Lesser Demon. They fly as *swoopers*; M is given for ground movement. They are affected by normal weapons, and their attacks are normal, non-magical attacks. They are *subject to instability*.

Basic Profile

M	WS	BS	S	T	W	I
4	50	42	4	3	5	60
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
2	89	89	89	89	89	14

•DEMONIC SERVANT•

Demonic Servants are the lowest type of Demon. They usually take the form of demonic animals, such as the Demonic Steed or Nightmare described below. They may be used by their summoners as messengers, riding beasts, hunting animals, or for other similar tasks. These entities vary a great deal according to the deity whom they serve, so it is impossible to generalise about their forms or motivations. Most are under 10 feet tall, and not all are Evil or malicious. Each deity prefers an individual type of Demonic Servant, many having more than one type. More details of the gods and their Demonic Servants will be given in later supplements.

Physique: Variable. Often animal, either a horse or a wolf. Usually under 10 feet tall.

Alignment: As ruling deity.

Psychological Traits: Demonic Steeds cause *fear* in all living creatures. They are immune to psychological effects (unless caused by Lesser Demons, Greater Demons or gods), and cannot be forced to leave combat except by these beings.

Special Rules: GMs should create Demonic Servants to suit their own preferences, inventing whatever special rules seem appropriate. The profile given below is for a Demonic Steed, as in the level 1 Demonic Magic spell of the same name. It takes the form of a black warhorse with flaming eyes and fiery breath. Demonic Steeds have an ordinary non-magical *kick/stomp* attack and are *subject to instability*. A character riding a Demonic Steed can dismount at any time, whereupon the Steed will fight individually. A Steed whose rider is killed will vanish back to its home plane. Other forms of Demonic Servant include the Demonic Wolf or Hell Hound; more details will be found in future publications.

Basic Profile

M	WS	BS	S	T	W	I
8	33	0	4	3	5	30
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
1	-	10	10	10	10	-

•MABROTHRAX•

Also known, incorrectly, as the Plague Elemental, the Mabrothrax is in fact a solitary Greater Demon. It is said that it is a servant of the Chaos god Nurgle, the Lord of Corruption (of whom more details will be found in a later publication), but little is known of its true nature. It can manifest itself as a foul, stinking wind, but it is most effective when it takes physical form. On those occasions when it does appear in the material world, the Mabrothrax spreads disease and pestilence, wiping out whole populations.

The Mabrothrax attacks up to 10 times per round, in any direction irrespective of facing. Its attacks have a 100% chance of causing infected wounds. After reading **The Oldenhaller Contract** (pp 301-318), GMs may decide that the Mabrothrax

causes *Nurgle's Rot* instead of *infected wounds*.

Physique: When in physical form, the Mabrothrax appears as a hunched, decaying humanoid figure which stands about 12 feet tall when fully erect. It has the appearance of a month-old corpse, and its skin is covered in festering boils. Bones and internal organs protrude in the places where its skin has rotted away.

Alignment: Chaotic.

Psychological Traits: The Mabrothrax causes *terror* in all living creatures, and *fear* in creatures which are immune to disease.

Special Rules: The Mabrothrax carries the Black Plague (see *Disease*) when in physical form, and any creature coming within 10 yards of it is exposed to the plague and must make the appropriate saving throws. Once per round it can cast a Plague Wind - a spell which is similar in its effects to the level 4 Necromantic Magic spell Wind of Death, which requires every living creature within 2,400 yards *downwind* of the Mabrothrax to make a Toughness test. Failure indicates that the creature is instantly stricken with a rotting disease, losing 1 point or 10% from *each* characteristic *each round* until a successful test against Toughness is made. When it takes the form of a fetid wind, it can move through solid objects in the same way as an Air Elemental. It is immune to non-magical attacks, and its attacks can wound creatures which are immune to non-magical weapons, *unless they are also immune to disease*.

Basic Profile

M	WS	BS	S	T	W	I
6	90	93	10	10	59	100
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
10	89	89	89	89	89	-

•MARDAGG•

Sometimes mistakenly called the Death Elemental, the Mardag is a Greater Demon, serving the Chaos god Khorne. When a Mardagg is summoned, it does one thing and one thing only - it kills. The killing spree of a Mardagg can only be ended by banishing it to its home plane, either by 'killing' its physical form or by magical means.

Physique: The Mardagg appears as a huge robed and hooded skeleton, over 10 feet tall. It is typically armoured in chain mail, and carries an immense scythe.

Alignment: Chaotic.

Psychological Traits: Mardraggs cause *terror* in all living creatures.

Special Rules: Any creature killed by a Mardagg cannot be restored to life by any means whatsoever. The Mardagg is immune to non-magical attacks, and its attacks will wound any creature. Undead or ethereal creatures coming within 10 yards of the Mardagg are automatically destroyed, and Necromantic Magic will not function within this radius. Once per round, the Mardagg can cast a Squeeze of Death - it points at a single creature within 10 yards, and an invisible fist of pure force closes round the creature's body, inflicting D6 wounds, regardless of Toughness and armour.

Basic Profile

M	WS	BS	S	T	W	I
6	90	93	10	10	67	100
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
10	89	89	89	89	89	-

•VIYDAGG•

Sometimes mistakenly called the Life Elemental, the Viydagg is a Greater Demon of Law, and is concerned with the laws of life and nature. It is rumoured to have been created by a Lawful deity to counteract the depradations of the Mardagg.

Physique: The Viydagg appears as a young and beautiful woman, over 10 feet tall, dressed in flowing robes and with long, flowing hair blowing in an unseen wind. The robes and hair are frequently decked with flowers.

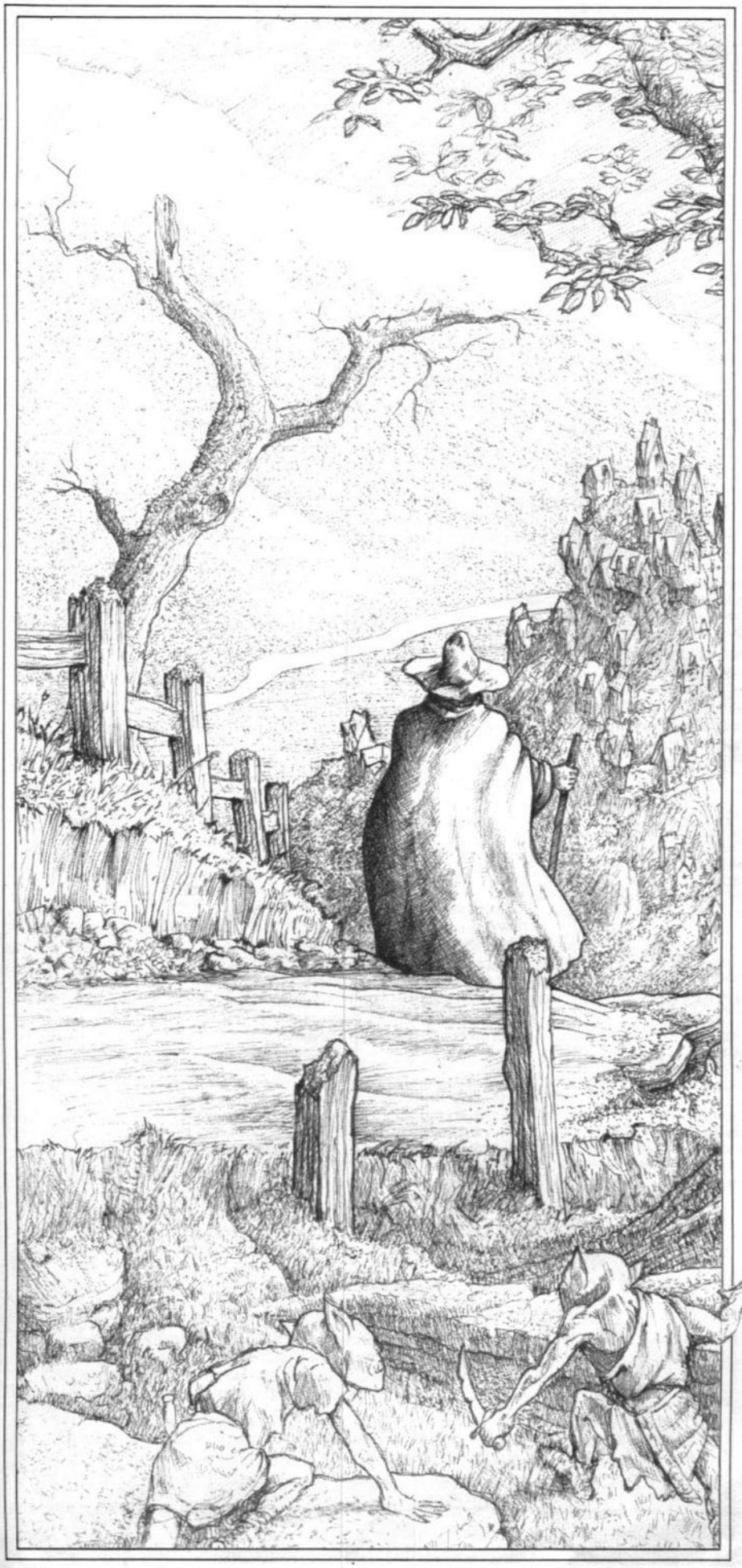
Alignment: Lawful.

Psychological Traits: The Viydagg causes *fear* in all living creatures under 10 feet tall. It causes *terror* in Chaotic or Evil Demons.

Special Rules: The Viydagg is immune to non-magical attacks, and its attacks will wound any creature. Undead or ethereal creatures coming within 10 yards of a Viydagg are automatically destroyed, and Necromantic Magic will not function within this radius. Once per round, a Viydagg can cast a Hedge of Thorns spell as a level 4 Druidic Priest, or restore to life *one* creature that has not been killed by a Mardagg. Whenever a Mardagg is summoned, there is a 10% chance that a Viydagg will be sent to destroy it. A Mardagg killed by a Viydagg is destroyed forever.

Basic Profile

M	WS	BS	S	T	W	I
6	90	93	10	10	67	100
A	**Dex**	**Ld**	**Int**	**Cl**	**WP**	**Fel**
10	89	89	89	89	89	-



THE WORLD GUIDE

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• THE WORLD GUIDE •

The Known World is shown on the Map on page 272 . It is a vast place - much larger than our own globe - and contains several large continents, each with its own distinctive civilisations and creatures. A section of brief notes on each of the major areas follows, by way of an introduction to, and to provide the context for the *History of the World*. The major events are also summarised in the *Time Line*.

The vast majority of this information is intended to give GMs a feel of the atmosphere of the Known World. It is neither expected, nor particularly desirable, that you should try to memorise this information with a view to passing it on to the players at the earliest opportunity. On the contrary, it is intended that player characters should only be familiar with the Old World in general and The Empire in particular, and even then, their knowledge should be built up gradually.

•THE KNOWN WORLD•

Each of the major areas of the Known World is briefly described below. These are meant to be a reference guide for the GM alone. Further details of places outside the Old World will be published separately at a later date.

•THE OLD WORLD•

The Old World is analogous to Europe during the Middle-Ages, consisting of a number of small, independent states sharing a similar cultural heritage and a common language - Old Worlder. New Player Characters should come from this area, which is examined in more detail below.

•ALBION•

Albion is a small island to the north-west of the Old World, first settled some 4,000 years ago by the Elves as they withdrew from the Old World following their long and bitter war with the Dwarfs. Primitive Humans did not arrive there until about 1,000 years later, during the general northward migration of Humanity from the southlands. It remains fiercely independent and distinct from the Old World - a place of bogs and fens, notorious for its chilling mists and inclement weather.

•ARABY•

Araby may be considered comparable to the Near East at the time of the Ottoman Empire. It is a huge empire composed of many theocratic Caliphates, ruled over by the Sultan Of All Araby. Arabian society is dominated by a religious fundamentalism and is not so technically advanced as that of the Old World. Around 1,000 years ago (in the year 1500, by Old World reckoning), Sultan Daryus-e Qabir launched a series of religious wars against the Old World, without any lasting successes. Legends dating from this time have coloured Old World attitudes to inhabitants of Araby, although there is a fair amount of trade between the two areas.

Araby is a hot, dry place, where water is scarce and few areas are really fertile. Much of the land is desert or shrubland, requiring careful irrigation to produce crops.

•CHAOS WASTES•

The Chaos Wastes are amorphous areas surrounding the Old Slann's Warpgates (see *The History of The World)* - strange areas where the laws of nature and magic have little meaning. These are the lands where Warriors of Chaos, Beastmen and other strange creatures hold sway, and where the mutating influence of the Warpstones may produce all manner of hideous new monsters. It is in these areas that the Incursions of Chaos have their origins, and every now and again the servants of Chaos sweep down over adjacent territories corrupting and altering all they touch.

•DARK LANDS•

The Dark Lands lie within a huge natural basin formed by the eastern side of the Worlds Edge Mountains and the Mountains of Mourn. Countless active volcanoes belch forth black smoke and ash which obscure the sun and shroud the land in constant darkness.

At the end of the Goblin/Dwarf wars some 2,500 years ago (in the year 3,000 by Dwarven reckoning), the invading Goblins were driven from the Old World and into the Dark Lands. Now, only the vilest creatures inhabit the Dark Lands, and the surrounding mountains are riddled with tunnels infested by Goblinoids and Demons. Deep beneath these tunnels are the tangled labyrinths of the Lizardmen, where few venture and even fewer return.

•ELF KINGDOMS•

The islands of the Elf Kingdoms lie in the Great Western Ocean between the Old and New Worlds. They consist of a large ring-shaped island, surrounded by a number of lesser isles. The entire area is one of outstanding natural beauty, which the Elves take great care to maintain. Of the four Elven kindreds, only the Sea and High Elves make their homes here (see the **Bestiary** - *Humanoids*). The Elves were first transported here some 8,500 years ago by the Old Slann, and the High Elves date their history from this time. Few non-Elves have seen anything of the islands other than the city port of Lothern, from where the Sea Elves guard the sea routes between the Old and New Worlds.

•FAR EAST•

The largest states in this vast area are Imperial Cathay and the islands of Nippon, but there are numerous separate states and cultures within this area of varying sophistication and technology. There is a wide climactic variation over the region, from the temperate and fertile mid-coastal plains, to the great western and northern deserts, to the impenetrable jungles of the south. Although largely dominated by Humans, more remote areas of the Far East are still under Goblinoid control - especially Hobgoblins.

The cultural outlook and society of the many states in this area contrasts sharply with that of the Old World, and although trading contacts have recently been established, outsiders are not always made welcome.

•LUSTRIA•

Lustria is a vast continent in the southern hemisphere of the globe. It is dominated by jungle to the north and rolling grasslands to the south. As well as many exotic animals, Lustria is home to two kinds of native Humans (Amazons and Pygmies),

and the Slann - degenerate descendants of the amphibious Old Slann who played such a major role in the shaping of the world (see *History of the World*. The Slann once ruled the whole continent, but now their empire is in decline as more Old Worlders and Norse are crossing the Great Western Ocean in search of the Slann's legendary wealth.

•NEW COAST•

The New Coast is the first Old Worlder settlement in the South Land, comprising a number of thriving towns and farms - but already there are notable cultural differences between the colonists and the inhabitants of their home continent, not least because they have had to adapt to a whole range of strange climactic and geographical features. The New Coast is bordered by jungle to the north and grasslands to the south. The majority of the newcomers are Old Worlders, Norse, and Dwarfs, and the latter have proved particularly adept at rooting out some of the sources of untold mineral wealth that the surrounding mountains undoubtedly contain.

•NEW WORLD•

The New World lies across the Great Western Ocean, beyond the isles of the Elf Kingdoms. It is inhabited by primitive Humans - hunter-gatherers - and a whole host of strange animals and monsters. The northern areas were originally settled by the renegade Dark Elves following their defeat in the Elven Civil War some 5,000 years ago (in the year 3250 according to High Elf reckoning). Since then, the areas along the east coast have acquired numerous Sea Elf colonies.

•NORSCA•

Norsca is a cold and harsh land, where the mountains march right down to the seas and snow lies always on the mountain peaks. Most of the valleys are heavily forested by evergreen, although the inhabitants clear the forest and farm as best they can. Lying just to the north of the Old World, it has much in common with that land, although Old Worlders tend to regard its inhabitants as uncivilized barbarians. Nevertheless, during the last major Incursion of Chaos (some 200 years ago), the Norse proved indomitable allies.

Norsca is populated mainly by Humans - the fierce and warlike Norse. They share their barren land with the hardy Norse Dwarfs, who wage a constant running battle against the hosts of a number of underground goblinoid races. The land is also noted for its unusually large population of Ogres and Trolls, who conspire with the landscape and climate to make the Norse mountains some of the most dangerous in the known world.

•THE NORTHERN STEPPES•

The Northern Steppes lie beyond the great mountain range known to Old Worlders as the Mountains of Mourn. They comprise arctic wastes to the north, tundra and grassland in the central sub-arctic areas, and border on desert to the far south. Over this vast territory wander many tribes of both Human and Goblinoid nomads and many larger monsters rely on the steppelands as hunting grounds. The eastern side of the mountains provides ideal homes for Creatures of Chaos such as Harpies, Chimerae, and Manticores (see the**Bestiary** - *Animals & Monsters*).

•THE SOUTH LANDS•

The South Lands, lying as they do beyond the southernmost tip of the Worlds Edge Mountains and the country of Araby, remain largely unexplored and a rich source of mystery and speculation. They consist of humid, equatorial jungles and grasslands punctuated by cloud-capped mountains. All that is known for certain about its inhabitants is that they include both Goblins and tribes of primitive Humans.

•THE HISTORY OF THE WORLD•

Ten thousand years ago, the world lay in the grip of a persistent and numbing ice age. To the north, all the lands as far as what is now Araby were barren, cold tundra. Those creatures that lived upon the globe were mostly confined to the equatorial regions - amongst them were the ancestors of Elves, Dwarfs and Humans. Little more than animals, they roamed over the forests and tundra, hunting wild beasts and grubbing for roots in the ground. But these were not the only races inhabiting the globe. The world was also occupied by creatures of cosmic intelligence, beings whose whims were making an impact upon the fate of the planet and its evolving inhabitants - these were the Old Slann.

The Old Slann were an ancient race. Countless millions of years ago, they originated upon an unknown world, many light-years across the galaxy. They were strange, unfathomable, and powerful beyond imagining. In their civilisation, astrophysics, mystic-philosophy and arcane-magic were as one, and their lives were directed by thoughts and emotions unknown and unknowable by such paltry minds as live upon the earth today. They learned how to travel from world to world via a system of complex inter-dimensional gateways - and they also learned of the perils of the voids between space, of the lurking horrors that inhabited the regions of Chaos into which their gateways led. During their domination of the universe the Old Slann travelled to many worlds, including this one...

Over many millennia, the Old Slann were frequent visitors, bringing new plants and animals, and encouraging the development of those they had brought before. They tinkered with genetic structures - presumably to meet some strange need of their own - and they even moved the orbit of the planet so that the climate grew warmer. The ice-sheets retreated, and gradually deep forests spread over the area that was later to be known as the Old World. Encouraged by the improved climate, creatures began to move northwards to inhabit the new lands, and foremost amongst them were the Elves. This young race grew to love the woodlands, and were taught to cultivate the natural harvest of trees and plants.

From their great city on the western continent, the Old Slann kept a careful eye on the progress of the Elves. Even before the Elves had gained any real measure of civilisation, the Slann transported them away from the Old World, relocating them on a vast island between the main continental masses. There the Elves were carefully nurtured, so that a flourishing and sophisticated society grew in the land that is known today as the Elven Kingdoms.

By now, the Dwarfs had also begun to migrate northwards, following the route which the Elves had taken. Finding the Old World to their liking, they began to build crude rock shelters amongst the mountains, and to husband the wild beasts for their skins, meat and milk. The rise of Humanity as a civilised race was still long distant, and the few inarticulate savages that lived amongst the forests posed no real threat to the early Dwarfs.

The plans of the Old Slann seem to have been progressing well. The planet was warmer and more hospitable to the new creatures developing upon it. The emerging races were developing fast, and the direction of their evolution lay firmly in the hands of the Old Slann. What the purpose of all this experimentation was remains a mystery. Perhaps the races of Elves, Dwarfs and Humans were destined to become slaves, servants or helpmates of the Old Slann? Perhaps they were nothing more than a fascinating experiment carried out by creatures whose powers extended into the fabric of space and the voids of ultimate terror? Whatever the truth, it seems unlikely that it will ever be discovered, for the experiment was cut short by a disaster of cataclysmic proportions.

•THE FALL OF THE OLD SLANN•

The interdimensional gateways of the Old Slann enabled them to travel quickly over distances of many light years. From outside, the gateways appeared as black holes; many of them quite small and situated upon planets, others huge and positioned deep in space. The two largest gateways on the world were situated above the poles, and formed the principle entrance and exit points for the Slann's huge vessels. The gateways constituted entrances into a reality of 'inbetween space', 'warpspace' or 'void'. However, this void was not really empty, but composed of a shifting, fluid, wholly alien fabric. It was possible to travel through the void, powerfully engineered spells keeping the void-stuff away from the traveller. Such protection was necessary because the voids were inhabited by forces and powers incomprehensible to minds such as ours. The Old Slann knew of these perils, and learned how to placate many of the strange entities by means of eldritch sorcery and unholy sacrifices.

It was the collapse of one or both of these polar gateways that led to the creation of the world as it is today. What happened exactly can only be guessed at - most likely the Slann encountered some intelligence too great even for their magic, or perhaps some catastrophic accident caused a malfunction in the machinery that controlled the gateways. From their positions in space, the gateways erupted over the polar areas of the planet, unleashing the void's chaotic matter upon the world, and forming a permanent bridge to countless other realities and places.

These two vast areas of dimensional instability enabled many strange and dangerous creatures to pass into the world, and there lie the origins of many of the wild and terrible monstrosities that live here today. More dangerous still, the collapse of the gateways enabled many of the entities living in the void to manifest themselves partially within our universe. These multi-dimensional beings had been appeased by the Old Slann, but now they were free to pursue their insane whims and compulsions in a world that had been barred to them for so long.

Many of these entities were small, malicious things, uncaring for creatures that had only a physical life; others were larger and more powerful, the Gods and Demons of the void. These beings could exist simultaneously in several realities, although in each reality their consciousness might manifest itself in a different way, and often took form according to the influence of other wills. Thus, the strongest amongst them often gave shape to the weaker, while the least strong entered into the minds of living creatures and turned them to the service of the new gods.

•THE BEGINNING OF THE RULE OF CHAOS•

The entities that shifted part of their consciousness into the world were of many kinds and dispositions. Some were benign, others less so, and most were insane or mindless. But all were creatures of the void, all had their roots in the Chaos stuff that composed their own realms. As only part of their being could enter into the world, some manifested themselves as true Chaotics, creatures of whim and change, whilst others entered as single-minded personalities encapsulating harmony and stasis - Lawful entities (Law being but one possibility amongst the multitudinous possibilities of Chaos). A battle began between the entities for domination of the world, and as the balance of power shifted from Chaos to Law, the polar warpgates shrank or grew, expanding with the fortunes of Chaos, and shrinking with the ascension of Law. All the while, the warpgates gave issue to a continuous stream of change and corruption, growing to a flood during the domination of Chaos.

At the time of the initial catastrophic collapse of the gateways, a great deal of raw material was sucked from the void into the world. This pure Chaos matter was mostly of a fine, dust-like quality, although there were also a great many weightier chunks. These larger pieces of Chaos matter came to be known as Warpstones, a mighty source of raw Chaotic energy and magical power, while the entities that accompanied it formed the new demons and deities in a world deprived of the protection of the Old Slann. Worse still, the corrupting influence of the Warpstones and the finer Chaos dust twisted many creatures into new and horrifying shapes. This led to the creation of many new races, including the foul Human mutations known as Beastmen, and the arch-servants of Chaos - the foul ratmen who call themselves Skaven.

•THE DECLINE OF THE SLANN•

With the collapse of the interdimensional gateways - 7,000 years ago - the Old Slann civilisation upon this planet came to an end. Their descendants gradually forgot the old ways and knowledge, their cities fell into ruin - the crude imitations erected in their place were but a shadow of their former glories. The Slann could not fight the decline of their knowledge, as old philosophies, technology and traditions were slowly lost, passing into meaningless ritual, or becoming wreathed in the shroud of legend. However, the Slann remained strong-willed creatures, resilient to the lure of Chaos. They retained some of their great magics and were still able to bend the wills of the now unfettered creatures of the void. These creatures came to be worshipped as gods, and the Slann sought to placate them in earthly ways, by sacrifice and weird ritual magic. Only rarely would the Slann take to the worship of Chaos Gods, while the physical mutations that afflicted the other races affected them but little.

The greatest threat to the Slann civilisation came from the new races who, mutated by Chaos, grew swiftly in power. They burrowed beneath the cities of the Slann and emerged to wreak havoc in the forms of plague, fire and murder. The foul lizard creatures of the mountains gradually riddled the western continent with their worm holes and, more recently, the delvings of other Chaos creatures has joined them, so that now Chaos is almost in a position to commence the final assault upon the last remnants of the Slann civilization.

Yet the greatest servant of Chaos, albeit an unknowing one, is Humanity. For the Human race is irrevocably tainted by the lust for power, conquest and riches. Today the Slann find their lands invaded by all manner of Humans from the eastern continent - adventurers from the Old World and the ruthless Norse. Spurred by these events, the decline of the Slann advances apace, and many have taken to the secret worship of the Dark Gods.

With the collapse of the Old Slann civilisation, the races of Elves, Dwarfs and Humans were left to their own devices. The Elves were tainted least by the Warpstone which rained down from the atmosphere - a few were corrupted, but most remained true to the ideals instilled in their genetic make-up by the Old Slann. The Dwarfs were less fortunate. Being less developed, they were more susceptible to the effects of the Warpstone: their personalities were changed in ways that could not have been forseen by the Old Slann. Humans fared worst of all, for they were exposed to the Warpstone before the race had developed much beyond the stage of unthinking animals. As it was with the developing races, so it was with all the creatures of the world, so that in every bloodline of every creature was planted the taint of Chaos - the taint that would always produce mental corruption or physical mutation as the years passed. In Humanity the thrill of Chaos bore many things that were good, yet there was planted within the Human breast a hidden danger, a weakness for evil, fated to spell the doom of the race as surely as the more manifest evils that riddled the forests and mountains.

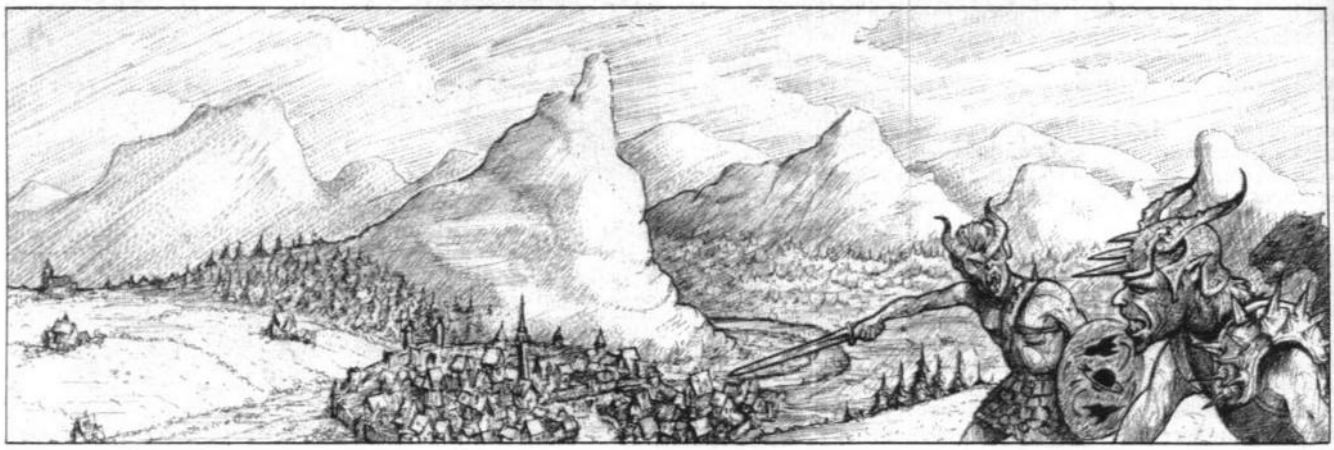
•THE DEVELOPMENT OF THE ELVES•

Largely untouched by the collapse of the interdimensional gateways, the Elves in their island Kingdoms continued to prosper. Their already considerable knowledge of Old Slann magic allowed them to control and direct many of the new entities. From amongst these beings, the Elves chose several benign creatures and cultivated their worship, including the hedonistic creature they call Meneloth. Within a thousand years of the collapse of the Old Slann, the Elves had developed their own high-minded and sophisticated civilisation, and had begun to explore the world from their island home. It is nearly 6,000 years ago that they first sailed west and marvelled at the ruins of the Old Slann. To the east they established settlements along the coasts of the Old World where they discovered the emerging race of Dwarfs, and began a long partnership of trade and cultural exchange. At least initially, the Elves had much to teach this new race, and much to gain in the form of mineral wealth, rare skins and precious gems.

For a thousand years all was well, until the still growing forces of Chaos touched the minds of the Elves. Although they were magicians of incredible power, the Elves were but children compared to the Old Slann, and many were seduced into the worship of dark, evil gods. But the Elves were basically good creatures (perhaps because the Old Slann had intended them to be so), and the greater majority resisted the influences of Chaos. A mighty civil war ensued, raging throughout the Elven Kingdoms for many years. In the end, the evil Elves were banished, fleeing to the western lands where they became known as the Dark Elves.

For a while, the world returned to a semblance of peace and prosperity, although the growing ambitions of the Dwarfs and the arrogance of the Elves bode ill for the future. Relations between the two races continued to decline, until just under 5,000 years ago (2,000 years after the fall of the Old Slann), a vast war broke out, the memory of which still taints relations between the two races to this day. Many died on both sides, and many of the most famous Dwarven cities were destroyed. Eventually, however, the Elves abandoned the Old World, except for a few who settled deep within the forests away from Dwarf domination. The Dwarfs considered themselves the victors, but they had lost many settlements and a good portion of their population.

From that time onwards, the Elves were involved in the affairs of the Old World only occasionally. Their own civilisation has remained largely static, and they have become introspective, hedonistic and culturally isolated. Their ships still ply the oceans of the world, trading with emerging Human civilisations and the remnants of the Slann living in the great continent of Lustria. Over the last five thousand years the Elves have disintegrated into four distinct kindreds - Sea Elves, High Elves, Wood Elves and Dark Elves (for more information see the **Bestiary**).



•THE DEVELOPMENT OF THE DWARFS•

The Dwarfs were the second race to travel northwards from the equator, as the world warmed and deep forests spread into the Old World. By the time they arrived, the Elves had long since departed to the lands put aside for them by the Old Slann. The Dwarfs spread along the mountain chain later known as the Worl ds Edge Mountains, which begins in the tropical southlands and extends far to the north beyond the Old World. As they travelled northwards, the Dwarfs dug tunnels into the mountains. At first they lived in crude natural caverns, then massively- constructed stone shelters, and eventually large stone fortresses, partly above and partly below ground. The Dwarfs did not move northwards *en masse*, but spread slowly, so that early southern settlements were never abandoned, and the whole mountain range formed a single Dwarven domain of vast size.

The fall of the Old Slann happened at the dawn of Dwarf civilisation, and for this reason many Dwarfs exhibit traces of Chaotic behaviour, doubtless due to the mutating influence of the stuff of Chaos drawn into the world when the gateways collapsed. Similarly, the Dwarfs only developed socially once the gods and other powers of the world had established themselves, so they never gained the measure of control over them enjoyed by the Elves. Nevertheless, the Dwarfs were a developed race by the time the Elves returned to the Old World, and were especially skilled builders, metal workers and warriors. Already they had met and overcome countless creatures of Chaos, and their eternal struggle against the Goblins and Orcs had begun (though many people believe that Goblins and related creatures are but twisted descendants of Dwarfs and Elves mutated by the initial surge of Chaos matter into the world while others believe that such evil creatures gained entrance from other worlds via the collapsing gateways).

The Dwarfs benefited enormously from the older civilisation of the Elves, and a healthy exchange of goods and ideas enabled both to grow whilst keeping the chaotic creatures at bay. Before the Elves and Dwarfs began to war against each other, the Dwarfs enjoyed massive prosperity and their population grew considerably. Huge cities were erected within the Worlds Edge Mountains, and fantastic treasures were crafted from gems excavated in mines whose tunnels extended miles below the surface. However, all was to be lost in the wars against the Elves - wars which grew out of the increasing rivalry between the two races.

With the end of the wars, and the abandonment of the Old World by the Elves, the Dwarfs found themselves unable to maintain their vast realm, and one by one their fortresses and cities fell to the Goblins and their allies. The final blow came 4,000 years ago, in the form of massive volcanic activity which destroyed many Dwarf settlements and covered the lands to the east with ash, debris and eternal cloud. It seems unlikely that the creation of the Dark Lands in this way could have had a natural origin, for it suited the purposes of the creatures of darkness too well: following the ruin of the Dwarfs, the Worlds Edge Mountains became infested with all manner of evil creatures, including void-dwelling Demons, many of whom were worshipped by the Goblins as gods.

But the Dwarfs were not quite destroyed, although they were severely reduced in power. Those that remained in the scattered communities of the mountains were forced into constant battle with the Goblins, so that this became known as the era of the Goblin Wars. One of the few Dwarven cities to remain free was Caraz-a-Carak, the largest and greatest Dwarven domain, and one situated well north of the main volcanic activity. Some Dwarfs abandoned the Worlds Edge Mountains altogether and established new realms in the Black Mountains and the Grey Mountains.

•THE BEGINNINGS OF HUMANITY•

It was after the fall of the great Dwarven realm, and the scattering of the Dwarfs amongst the mountains of the Old World, that dealings first began with the Humans. This was some 3,000 years ago and 4,000 years after the fall of the Old Slann. During which time Humanity had developed wholly within the new Chaos-warped world. Few were so heavily influenced by Chaos that they worshipped the Chaos Gods, but undoubtedly the qualities of vigour, aggression and cultural change that were altogether lacking in the Elves, and only partially present in the Dwarfs, were developed in them to a high degree.

The Dwarfs watched the first Human tribes struggle upwards from the south, and they occasionally traded with them, swopping skins and furs for metal implements, baubles and occasional services. Humans learned much from these exchanges, but they were fiercely independent, and so their cultural advance took a separate and rapid form. Within five hundred years, Humanity had evolved from naked savages into farmers and herders - barbarians certainly, but mighty warriors opposed to creatures of evil such as the Goblins. The Dwarfs, so long in danger of being swamped, had found a new ally, and together the two races drove the Goblins out of the Old World, back into the darkness. The deeper forests and mountains remained dangerous, but the majority of the Old World was now free.

The Dwarfs continued to live in their ancestral homes, under constant threat from the Goblins, but far safer than they had been for many years. Whilst Humanity continued to thrive and develop, the Dwarfs retained a close identity with the mountains and mines. Over the next two thousand years, Humanity developed an urban civilisation, and the traditional crafts of the Dwarfs were welcomed in the bustling, populous Old World. Today, many Dwarfs live in Human cities where their skills of engineering and metalwork make them a handsome living. However, it is still an undeniable truth that the Dwarfs are a dying race, their settlements in the Worlds Edge Mountains becoming fewer every year, whilst their traditionally slow reproductive rate means that their numbers are constantly dwindling. Worse still, a severe eruption of the northern gateway recently drove many Chaos creatures into the northlands, at the same time corrupting a good many of the northern Dwarfs, turning them into the foul Chaos Dwarfs.

•THE DEVELOPMENT OF THE HALFLINGS•

The origin of these small Humanoids is unclear, but seems connected to that of Humanity, since it is recognised that when Humanity followed the Dwarfs northward, the Halflings were already a distinct race. They are not a prolific people, and there have never been very many of them - even today can there be said to be no more than a few thousand of these small creatures. They represent what may have been the last of the Old Slann genetic

experiments, and one can imagine that this was an attempt to engineer a creature that would be immune to the mutating effects of Chaos - which indeed Halflings largely are.

Their similarity to Humans (especially children) may point to a Human origin, but this would have to have occurred well before the breakdown of the Old Slann civilisation. If Halflings were an attempt to produce a creature that would survive a predicted disaster involving the gateways, then the experiments may have been largely unfinished when the disaster began. Although immune to the influences of Chaos, Halflings lack the physical strength and mental maturity that would enable them to stand alone. Instead they have lived alongside Humanity for as long as anyone can remember, enjoying the protection of its size, and the greater endeavour of its industry.

•THE RISE OF HUMANITY•

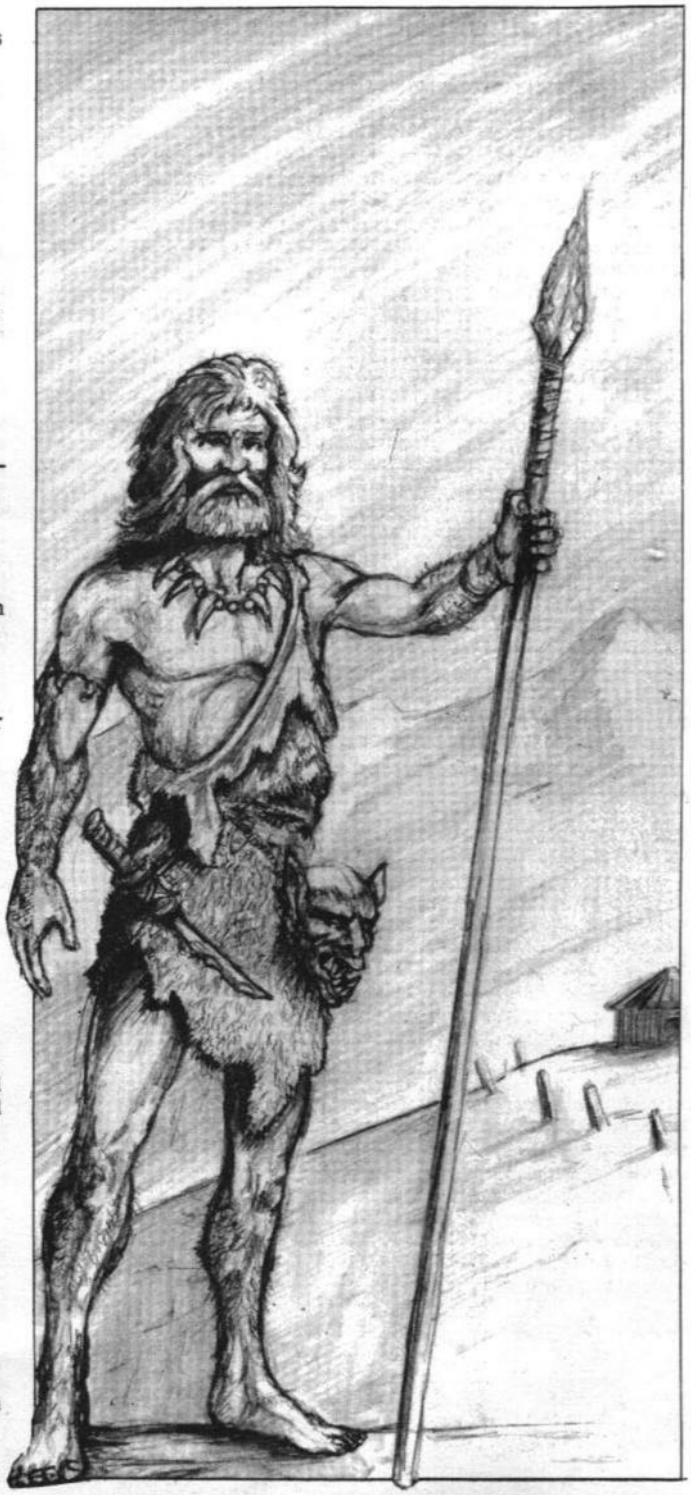
Humans are a recent addition to the races of the Old World. Only three thousand years ago, primitive hunting bands followed the Dwarfs northwards and began to settle in the forests of the Old World. At first they lived by hunting wild game, fishing, and collecting natural harvests. Within a short time, however, they had constructed relatively primitive settlements (perhaps in imitation of the stone fortresses of the Dwarfs) and begun to herd cattle. As the various tribes began to carve out territory for themselves, their development was hindered by both their own rivalries and feuds, and attacks from the ubiquitous Goblin hordes. Both problems were eventually solved by the emergence of a strong leader in the form of Sigmar Heldenhammer ("Hammer of the Goblins") who unified the Human tribes of the north-eastern Old World and, in alliance with the Dwarfs, finally defeated the goblin armies, pushing them back into the Dark Lands. Thus were the foundations of the present day Empire laid.

Over the next five hundred years Humanity expanded vigorously. The reasons for the race's rapid ascension may be traced to its origin at a time when the interdimensional gateways were collapsing, releasing a great deal of raw Chaos material into the world. Although Chaos has the power to mutate and destroy, it is also typically aggressive, changeable, and vigorous. Humanity inherited many of these qualities.

There were many amongst the race who were doomed to corruption by the creeping Chaos - their forms mutated, their minds and bodies twisted so that new races of abhuman creatures developed - the hideous Beastmen. But the vast majority remained identifiably Human, and the Beastmen and other foul mutations were driven into the dark woods, or under the ground where dwelt other vile servants of Chaos.

Fifteen hundred years ago, The Empire collapsed into a number of warring petty kingdoms, largely based around the new cities the Humans began to build. These were still pretty crude by the standards of the Dwarfs and Elves, and life remained very hard for the majority - no one expected to live very long, and famine and disease were rife in an age that lacked all but the most primitive of conveniences. Most people spent their entire lives scratching a living from the soil. Building was for the most part in wood, whilst the effort of erecting stone buildings was reserved for some tombs, temples and occasional fortresses. At about this time Humanity developed a coherent written language, although its use would not become even remotely common for another five hundred years.

In the south, a new threat had arisen, in the shape of invaders from Araby bent on a religious crusade. With further invasions of nomadic Humans from the east, some 750 years ago, and the settlement of the area now known as Kislev by many of these tribes, the Old World began to assume the political shape it has today. Realising that their internal squabbling was leaving them open to attack from other Humans, let alone the Incursions of Chaos, The Empire was reunited under Magnus the Pious. With the development of a road system of sorts, and the building of usable waterways, the various nations became fairly stable, and flourishing communities developed.



A typical city of today may contain several thousand inhabitants, with many fine buildings of stone or even the newly-invented brick. Art, science, literature and study of all kinds thrive under the patronage of enlightened individuals, whilst everyone welcomes the dawn of a new age of Human enlightenment. Humanity is no longer bound wholly to the soil, and many earn their living as artisans of one kind or another, while the development of industry continues apace. Metallurgy, glass making, printing, woodcraft and textiles now all surpass those of even the Dwarfs, many of whom are involving themselves actively in the new developments. Gunpowder is perhaps the most recent discovery, although it is as yet rather an unreliable and underexploited one.

•THE ENCROACHMENT OF CHAOS•

So Humanity has prospered and grown, its advancing civilisation appearing to be solid and permanent. However, few guess at the infirmity of the foundations upon which it is built. Every generation breeds fresh evil, new mutations and corruptions of the Human spirit. Whilst many malformities are slain at birth, and countless others driven into the deep forests, there are always some, those least tainted in appearance, who remain part of Human society. Within the cities of the Old World, and in the unholy groves of the deep forest, decadent Humans honour the foul Gods of Chaos. To the majority of Humans such things remain a mystery, and few imagine the perils posed by their own kin.

The woods and forests of the wilderness are another matter. Here the dangers are more tangible - the growing bands of Goblins and Chaos Beastmen. Travellers fear the dark, close forests, and only a fool would journey in the mountains without the safety afforded by considerable numbers. Even below the cities of Humanity, underneath the deepest sewers and culverts, the doom of Chaos gnaws at the bowels of civilisation. Mutant creatures, possessed of a cruel intelligence, rule a world of caverns and tunnels unknown to Humanity. Principal amongst these are the Skaven - Chaos Ratmen and servants of entropy. Their delvings span continents in a web of decay that prospers below the very homes of Humanity, while their tunnels connect secretly with cellars and drains. They feed upon filth and those unfortunate enough to stray within their grasp, and yet no-one suspects the extent of their crawling evil. Humanity is always ready to find a rational explanation for the horrors that befall its cities - decay, disappearances, plague, fire and death.

And, every so often, the very borders of the chaotic wastelands expand and move in seething waves of corruption. Everything and everyone caught in this flood finds that even the laws of nature are warped beyond all meaning. Change and mutation are engendered and accelerated in the inanimate as much as in living creatures. Stone can melt and flow, people and animals are warped and welded together in horrific forms, and always amid the sea of Chaos are the hordes of Chaos Warriors - killing and delighting in their slaughter. And when the tide eventually turns, as it always has done so far - although it never withdraws quite as far as it advanced - those that have been changed remain so, swelling the ranks of the servants of Chaos.

Thus, while Human civilisation grows apace, so does the influence of Chaos grow in turn. The physical and spiritual corruption of the races engineered by the Old Slann will ultimately destroy them. Even the creatures created by the forces of Chaos are doomed to extinction. For, with Chaos' final triumph, all life will decay into a seething mass of protoplasm in which lost and screaming souls float helplessly, enduring the forms thrust upon them by the uncaring Gods of Chaos. But the victory of Chaos, although certain, may be delayed - for Lawful and other non-Chaotic void creatures will strive to protect their own identities and ideals. With the victory of Chaos, they too will be swept back into the voids to rejoin the identities from which they were created as the gateways fell. The servants of Chaos strive constantly to undermine the civilisations of Humans, Dwarfs and Elves - and amongst Humans they find the keenest converts, innocents already tainted by the lust for the power which Chaos can give them in return for their souls.

•TIME LINE FOR THE KNOWN WORLD•

The History as described above is summarised in the following chart. Obviously, over such a long period, dates can only be approximate. Nevertheless the dating systems of the Elves, Dwarfs, Halflings and Humanity have been included in separate columns. High Elves count the years from the founding of their Kingdom in the Great Western Ocean, while Old World Wood Elves usually consider year 1 to be the first year of their colony in the forest of Loren in Bretonnia. Old World Dwarfs start their reckoning from the foundation of the Kingdom of Caraz-a-Carak in the Worlds Edge Mountains, while Humanity counts from the final defeat of the Goblin hordes at the end of the Goblin Wars, an event which made possible the founding of The Empire. The Halflings use a variety of different dating systems, but all acknowledge the founding of their semi-autonomous state within The Empire as being of especial significance.

Date						Event
High Elf	Wood Elf	Dwarf	½ling	Human	Before today	
-1500	-6000	-4500	-8500	-7500	10000	First appearance of the Old Slann
-500	-5000	-3500	-7500	-6500	9000	End of the Ice Age, as the Old Slann alter the planet's orbit, causing a general rise in temperatures, a rise in sea levels, and withdrawal of the ice sheets to the polar regions
-250	-4750	-3250	-7250	-6250	8750	Emergence of the Elves as a civilised race. They migrate northwards to colonise the Old World
0	-4500	-3000	-7000	-6000	8500	For some unknown reason, the Old Slann transplant the emergent Elves to the island group in the Great Western Ocean which becomes known as the Elven Kingdom. The Dwarfs begin their northward migration
1500	-3000	-1500	-5500	-4500	7000	Fall of the Old Slann. With the explosion of the inter dimensional polar gateways, Old Slann civilisation is wiped out. Much of their magic and technology is forgotten. The first Incursions of Chaos ravage the northern and southern polar regions
2500	-2000	-500	-4500	-3500	6000	The Golden Age of the Elves. Great sea voyages are undertaken to East and West, and colonies established in the Old and New Worlds
3000	-1500	0	-4000	-3000	5500	The Golden Age of the Dwarfs begins with the establishment of their realm in the Worlds edge Mountains
3250	-1250	250	-3750	-2750	5250	Elven Civil War rages for 200 years, culminating in the exile of the Dark Elves to the New World
3500	-1000	500	-3500	-2500	5000	Dwarf/Elf alliance facilitates the taming of the Old World
4000	-500	1000	-3000	-2000	4500	Dwarf/Elf War begins
4400	-100	1400	-2600	-1600	4100	End of War as Elves withdraw to Elven Kingdoms, leaving few Wood Elf communities in depths of the forests. The Dwarfs are decimated
4500	0	1500	-2500	-1500	4000	Massive volcanic activity destroys Dwarven realms. Start of Goblin Wars. Athel-loren, the Wood Elf capital is founded
5500	1000	2500	-1500	-500	3000	The Rise of Humanity sees the first dealings with the Dwarfs. Numerous petty states are established in the north-eastern Old World
6000	1500	3000	-1000	0	2500	Assisted by the nascent Empire, the Dwarfs finally drive the Goblins back into the Dark Lands
6500	2000	3500	-500	500	2000	Intensive deforestation and cultivation takes place in the Old World as Humanity develops rapidly
7000	2500	4000	0	1000	1500	The Birth of the Old World nations sees a constant series of wars, and the fragmentation of The Empire. Halflings are established in Stirland
7500	3000	4500	500	1500	1000	Religious war between the southern Old World and Araby
7750	3250	4750	750	1750	750	Nomadic invaders carve off Kislev from the Empire and establish the first major Human cities in the north east of the Old World
8000	3000	5000	1000	2000	500	The Old Worlders make exploratory sea voyages westwards and are prevented from entering the Elven Kingdom by the Elves
8150	3150	5150	1150	2150	350	Sea Elves return to the Old World and set up trading posts
8300	3300	5300	1300	2300	200	More Incursions of Chaos bring vast armies of Chaos Creatures pouring over most of Norsca and the northern reaches of the Old World. Humanity and the Norse Dwarfs ally to repulse the invaders, but at great cost. The Empire is reunited under Magnus the Pious
8500	3500	5500	1500	2500	0	The World as it is today. Exploration continues, and the Incursions of Chaos are becoming active once more...

8525 +25

•THE OLD WORLD•

The world comprises several large continents as we have seen, each harbouring its distinctive civilisations and creatures. What follows is a more detailed examination of that part known as the Old World - an area roughly equivalent to Europe towards the end of the Middle Ages. As described here, the Old World is not complete in every detail indeed, providing such detail would be largely impossible and would fill many volumes, each several times larger than the one you are reading. What we have provided is a basic background, which our own authors will use when writing new supplements, and which you can use to design your own adventures. Major cities, geographical features and specific places of interest have been included on the maps, but smaller towns, villages and lesser features are for you to create with all the points of detail that you care to give them (see *Settlement Patterns in the Old World*).

•GEOGRAPHY•

The Old World is much larger than Europe, and much is still unspoiled wilderness, devoid of Human settlements. Forests of coniferous and deciduous trees constitute the natural background fauna, giving way to large areas of swamp and marsh in the lowlands, and heath or moorland in the highlands. Over this basic fauna, regional variations are formed by different soil types, the course of rivers and, occasionally, by the work of Humanity and/or other humanoid races. The forests are largely tangled, dark, and gloomy places - the haunts of bandits, chaos-serving humanoids and other fearsome creatures.

•MOUNTAINS AND RIVERS OF THE OLD WORLD•

The mountains shown on the map of the Old World are not by any means the only upland areas, but are the largest of such features and present almost insurmountable barriers to travellers, except via the passes shown. The Worlds Edge Mountains are far taller than any European Range and mark the easternmost edge of the Old World. The Grey Mountains which divide Bretonnia and The Empire, and the Black Mountains which separate The Empire from the Border Princes, are comparable in height to the Alps of our own world. Here too are many old Dwarven settlements, and although more of these remain in Dwarven hands than those in the Worlds Edge Mountains, the term 'Dwarven nation' can no longer be applied to the whole region.

The Worlds Edge Mountains comprise the tallest and longest range in the Old World, effectively delineating its eastern boundary. The range stretches from the equator to the northlands beyond the Old World, forming a natural climatic barrier of great ecological importance. Crossing this barrier is not easy. Passes are open only during the summer months, and even then the journey is physically taxing. During the golden age of the Dwarfs, many underground crossing points were built, but most are now lost or destroyed, while those that remain are commonly inhabited by Goblins and other unfriendly creatures.

Formerly the backbone of the Dwarf nation, the Worlds Edge Mountains are studded with interconnected cities, mines and fortresses, so that once it was possible to travel from equator to pole entirely underground. Now, however, most of the old tunnels have been destroyed, and only patchy stretches exist - these being for the most part forgotten by the surviving Dwarves and inhabited by creatures of Evil. The southern portion of the mountains was further ruined by volcanic activity some 4,000 years ago, and many of those areas (including some of the most famous Dwarven cities) are now under the influence of a darker power. Only scattered communities of Dwarfs remain in the mountains, inhabiting old fortresses or outposts, isolated from the world at large within their secret valleys. The most noteworthy exception is the city of Caraz-a-Carak, the most mighty of the cities of old, and one of the few to survive into modern times.

The other major ranges which lie beyond the control of any of the Old World nations include the Black Mountains, the Grey Mountains, the Apuccinis, and the Irranas. These ranges all meet in the massive upland area known as The Vaults. The Black Mountains were formerly riddled with the caves and crude delvings of Goblins, but have now been taken over and, to some extent, cleared by the Dwarfs. Nonetheless, the area is still a dangerous one and difficult to cross.

The Grey Mountains effectively divide the Old World into two, and provide the natural frontiers between the lands of the Empire to the north-east and the Bretonnians to the south-west. The mountains are inhabited by Dwarfs, living in several scattered communities, the exact locations of which the Dwarfs rarely divulge.

The Apuccinis are generally avoided by Human travellers, since there are numerous bandit strongholds, Goblin caves and the dwellings of other evil creatures. The mountains are thickly wooded along both eastern and western slopes, and there is no Dwarf population as far as is known.

The Irrana Mountain range is largely barren, populated by itinerant bands of brigands and Goblins, and a small number of settled monsters. The population of Bretonnia and Estalia maintain a number of fortresses to guard the passes.

From these rocky barriers issue most of the streams that gather to fill the waterways of the Old World. The only rivers marked on the map are the largest and most important of the Old World. Like the mountains, the rivers form natural boundaries and nearly all are vital communications and trade links. Most of those shown are huge, comparable only to the Rhine of contemporary Europe, while the largest are formidable bodies of water that cannot even be bridged. Not surprisingly, the rivers and their valleys mark the main areas of Human habitation, the valleys being the most fertile regions and the rivers providing the most reliable transport system in the Old World.

•CLIMATE•

The Old World climate ranges from cool temperate on the northern coasts, through continental over the vast majority of the inland regions, to warm temperate on the southern and western coasts. This means that, in the north, day-to-day weather is largely unpredictable. Rainfall peaks in mid-summer and mid-winter, when it is often cold enough for snow, but precipitation is fairly common all year round. Humidity is generally high, which makes for damp autumns and springs, with coastal fog being a major problem in late winter. Summer temperatures rarely exceed 25°C, while those of winter rarely fall below -15°C. Prevailing winds are from the north west.

The inland regions of the Old World have a much more stable and predictable climate. Spring and autumn are the wettest seasons, but the average rainfall is much lower, and the air is generally dry. Winter temperatures can fall to as low as -40°C in the north, and snow, once it has fallen, rarely melts before the spring. Then the spring thaw usually produces sudden increases in river levels and flooding is a great hazard. In summer, as the temperatures climb to over 30°C, there are occasional spectacular thunderstorms over the mountain ranges. The winds tend to rotate from north east to south west.

The southern and western coastlines have as unpredictable a climate as those of the north, but the average temperature is about 10° higher, and rainfall is common only during the winter months. Prevailing winds are from the south west.

•MAJOR COUNTRIES•

The Old World was first settled by Humanity over 3,000 years ago, as nomadic tribes migrated northwards and began to establish semi-permanent states. The basis of current political boundaries was not laid, however, until some 1500 years later, by which time the Dwarf/Human alliance had successfully concluded the Goblin Wars and driven the invaders back into the Dark Lands. Given this common history, cultural differences tend to be relatively superficial, and the vast majority of Old Worlders share a common tongue.

Political and religious differences are more marked and reflect the degree to which Chaos is seen as an external threat. Kislev is very much aware of this struggle, being almost constantly at war, and consequently all differences are put aside as the populace unites behind its Tsar. In the Empire, there is still peace enough for a more democratic set-up, where the Emperor is, at least in theory, elected by and from a small number of the most prestigious families, with the support of the religious heads. Bretonnia has a system of absolutist monarchy, with a decadent aristocracy quite content to obey the King, while lining their pockets at the expense of his people.

The Kingdoms of Estalia are an introspective group of small states, to whom the encroachments of Chaos seem a far distant threat. The people here are more involved with warring between themselves. Similarly, the Tilean City States - only a loose confederation - are primarily concerned with trade, but think nothing of attacking each other's fleets. The Border Princes have no centralised government at all - the name applies to a wild, untamed area where all sorts of adventurers and exiles have carved out petty kingdoms for themselves, while the Badlands have no Human settlements at all and are still plagued by hordes of goblinoids from the Worlds Edge Mountains.

•DEMI-HUMANS IN THE OLD WORLD•

As has already been stated elsewhere, Elves are a relatively aloof race and their communities tend to be markedly distinct from those of the other races. Wood Elves in particular, apart from those of an adventurous disposition, keep themselves very much to themselves and the location of their communities is usually kept very quiet, if not actually fenced off by illusions and other magics. The largest Wood Elf settlement is that of Athel-Loren, deep within the Loren forest in south-eastern Bretonnia. Additional settlements are scattered around the other forests of the Old World.

By way of contrast, the Sea Elves have several communities actually within major Human ports, the largest of which is in Marienburg. Even so, these communities are usually regarded as "off limits" by the local populace, and the militia and city authorities allow them to organise themselves.

Ever since the collapse of the Dwarven realm in the Worlds Edge Mountains, the numbers of purely Dwarven communities have been on the decline. Those that have chosen to remain in their ancient homes are largely under siege. For the vast majority, there has been no choice but to become almost fully integrated into Human society.

The links between Halflings and Humanity have always been very strong, and nearly every Human settlement has a Halfling quarter. Within the boundaries of The Empire - between the rivers Stir and Aver - is an area called The Moot under Halfling administration, granted to them by Imperial charter.

•THE BADLANDS•

The wild area of the Old World known as the Badlands remains unsettled, and represents one of the few successes of the Goblinoid hordes in invading the Old World since their defeat in the Goblin Wars (2,500 years ago).

Geography:
The Badlands are bordered by the Black Gulf and the Worlds Edge Mountains to west and east respectively, by Blood River (which also marks the frontier with the Border Princes) to the north, and the Marg beh-Mard desert in the far south. The region is a bleak and depressing one, dominated by rocky moorlands and arid plains, scarred by forgotten wars and punctuated with the slag-heaps left by Goblinoid excavations.

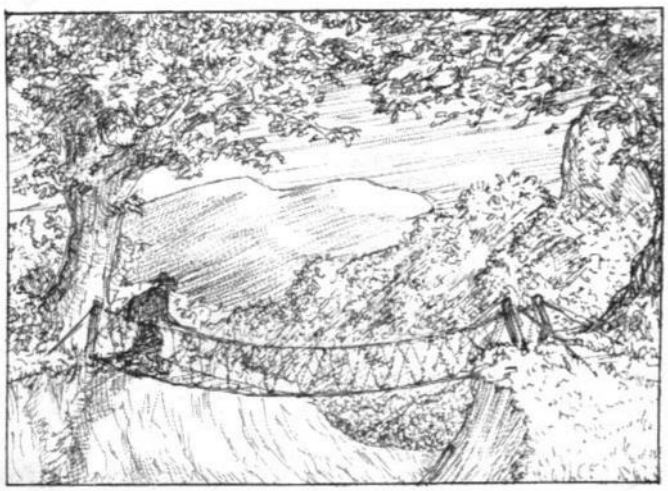
Politics:
Since the Dwarven fortresses of Karak Azul and Karak Azgal fell to the Goblins of the Broken Nose, there has been nothing to stop a steady stream of Chaotic humanoids pouring across the Worlds Edge Mountains into this area. The vigilance of the eastern Border Princes has so far prevented them from pressing on to Black Fire Pass, but does mean that the Goblins have once again turned their attentions to the remaining Dwarven strongholds of the Worlds Edge Mountains, which are now facing assaults from both west and east.

The People:
The Broken Nose Goblins are easily the most infamous of the numerous goblinoid tribes that roam this area. Their strength and reputation among their own kind has increased considerably following their acquisition of the magical Dwarven trebuchet, Skull Crusher, and the multiple cannon, Lead Belcher.

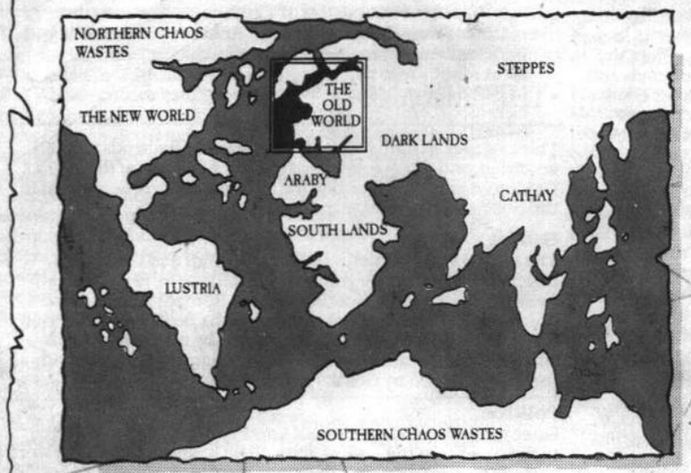
Language:
The guttural tones of the Goblin tongue is the only language spoken with any frequency in this evil land.

•THE BORDER PRINCES•

Unlike the Empire, Bretonnia, or even the Wasteland, the area known as the Border Princes does not form a nation or state, but is rather a loose confederacy of various petty Princedoms. Most Old Worlders think of and refer to the Border Princes in much the same way as they would the Badlands - an amorphous and largely lawless area, cut off from civilisation by the Black-Vaults-Apuccini mountain chain. The fight that certain eastern Princes are waging against the Goblin hordes who pour across the Blood River and out from Mad Dog Pass goes virtually unnoticed.



SECTION 7: *THE WORLD GUIDE*



MIDDLE SEA

GREAT WESTERN OCEAN

SOUTHERN SEA

THE OLD WORLD

SEA OF CLAWS

TROLL COUNTRY

NORTHERN WASTES

PRAAG

ERENGRAD

RIVER LYNSK

KISLEV

KISLEV

MIDDLE MOUNTAINS

MIDDENHEIM

RIVER URSKOY

SANNEZ RIVER

COURONNE

L'ANGUILLE

PALE SISTERS

MARIENBURG

THE WASTELAND

TALABHEIM

KARAK-UNGOR

RIVER BLANCHEFLEUR

RIVER REIK

RIVER TALABEC

THE EMPIRE

UPPER TALABEC

GISOREUX

ALTDORF

MOUSILLON

GREY MOUNTAINS

GRISMERIE

UPPER GRISMERIE

RIVER STIR

KARAK-KADRIN

BRETONNIA

PARRAVON

NULN

RIVER AVER

THE MOOT

ZHUFBAR

RIVER MORCEAUX

KARAK-VARN

BORDELEAUX

LOREN FOREST

SOL RIVER

UPPER REIK

BLACK WATER

BRIONNE

BILBALI

RIVER BRIENNE

QUENELLES

BLACK FIRE PASS

IRRANA MOUNTAINS

CARAZ-A-CARAK

ESTALIAN KINGDOMS

SKAVENBLIGHT

MIRAGLIANO

THE VAULTS

BLACK MOUNTAINS

MAGRITTA

BLIGHTED MARSHES

MAD DOG PASS

ABASKO MOUNTAINS

TOBARO

TILEAN CITY STATES

APUCCINI MOUNTAINS

BORDER PRINCES

BLOOD RIVER

THE WORLDS EDGE MOUNTAINS

REMAS

TILEAN SEA

FOOLS POINT ROCKS

ROCKS

'BLACK CRAG

CARAG '8 PEAKS'

KARAK-AZUL

KARAK-AZGAL

LUCCINI

BADLANDS

THE BLACK GULF

PIRATES CURRENT

SARTOSA

MILES
0 100
0 200 0 50
0 400 600 700 750

Geography:
The Vaults, the high mountains where the Black, Grey, and Apuccini Mountain ranges all meet, is the focus of this fragmented land. Each time the incursions of Chaos have overrun the area, the surviving Princes and their armies have gathered in the shadows of the mountain to draw strength and launch their counter-attack. Each time they have succeeded, despite the complete lack of assistance from their neighbours. The Vaults' verdant hanging valleys provide excellent pasture for cattle, and nutritious, if modest, harvests. The rugged terrain is also ideal guerilla country, and all kinds of brigands and rogue adventurers have bases here.

Which is not to say that the Princes are not brigands and rogue adventurers themselves. Lying south of the Black Mountains and between the Appucinis and the Black Gulf, the region known as the Border Princes is a sparsely populated, rather bleak area with large tracts of untamed wilderness which are frequently roamed by goblinoids from the Badlands.

Politics:
People settle in these two areas for a variety of reasons. Many are exiled nobles from the civilised lands to the north and west; others are adventurers, tired of authority; there are religious recluses, and there are madmen. Law and central authority are both lacking, with towns and villages alike fiercely jealous of their independence, and this attracts those who cannot live in more rigid societies.

The People:
Some areas were first settled during Humanity's earliest northward migration (some 3,000 years ago), while other parts have been developed only recently. The region's name originated from just over 1,500 years ago, when a number of adventurers (including many who were disenchanted with the fast-disintegrating Empire) struck out with many of their followers to colonise the mountains and drive out the Goblins. The leaders dubbed themselves Princes, although most had been stripped of all titles and many had never been more than simple adventurers.

People from all countries could be found fighting side-by-side in those days, and the more successful soon carved out a number of petty princedoms for themselves, exercising what authority each could by sheer force of arms. The situation remains pretty much the same up to the present.

Language:
People in the Border Princes tend to speak an old form of the Riekspiel dialect of Old Worlder, but there will always be a number of individuals familiar with other dialects, as well as the occasional native speaker of foreign tongues such as those of Araby and Cathay.

Cities:
There are no settlements of city size either in the Vaults or the Border Princes, and all towns are much further apart than elsewhere in the Old World (substitute an interval of 60 miles in the rules provided in the section on *Settlement Patterns in the Old World*).

•BRETONNIA•

Bretonnia is a vast land, upon which the mark of Chaos is less apparent than (for instance) the forests of the Empire. The foundations of the nation were laid over 1,500 years ago, when Gilles le Breton led an army from the burgeoning city of Gisoreux on a campaign of conquest which was only concluded some 70 years later by his grandson, Guillaume Barbenoire. With only the occasional dynastic crisis, Bretonnia has been ruled by a system of absolutist monarchy ever since. Lacking any obvious external threat, the Kings of Bretonnia have had little difficulty in maintaining their stranglehold on the nation, although decadence and complacency have combined to ensure that they could never entertain any serious thoughts of expanding its frontiers. Over the years, they have assisted the Burgomeisters of Marienburg in their gradual secession from The Empire, regarding the Wasteland as a potential buffer between them and any expansionist attempts from the East.

Geography:
Bretonnia stretches from the coast of the Middle Sea in the north to the Irrana mountains in the south, and from the coast of the Great Western Ocean to the Grey Mountains in the east. The rolling hills and serene valleys of Bretonnia produce abundant crops and fine wines, whilst the forestlands provide solid timber and good hunting.

In the south of the country lies the Loren Forest, location of the major Wood Elf settlement (Athel-loren - see *Demi-Human Settlements in the Old World*), although this fact is disputed amongst Bretonnians, and since the Elven King and Queen go to considerable lengths to deter visitors, it is largely avoided by the prudent.

The River Brienne begins its 600 mile journey to the sea amongst the fast-flowing mountain streams of The Vaults. From here it flows almost directly westward through the wild domain of the Loren Forest, and the largest single Wood Elf realm. The river assumes considerable proportions within the Loren Forest, fed by numerous forest springs and small rivers flowing from the Irrana mountains to the south. By the time it reaches the city of Quenelles (see below), it is over 100 yards wide, and the bridges at that city are divided into spans supported by piles sunk into the bed. Quenelles lies 800 miles from the sea, but is still accessible to normal sea-going vessels, although the river above Quenelles is more shallow, and transport is normally by flat barges. From here to the sea, the river is swollen by numerous large tributaries, so that at its mouth it is several hundred yards wide. The city of Brionne (see below) lies on the north bank, whilst the south is marshy and uninhabited.

The River Grismarie is also about 600 miles long and draws waters from the west facing side of the Grey Mountains. At its source, the river flows through the north edge of the Loren Forest, and many Bretonnians regard the river as strangely enchanted. Its course takes it directly through a great lowland bowl, towards the Gisoreux gap, where the river is joined by the Ois and continues westward to the sea. Above the Ois, the Grismarie is navigable by large barges as far as Parravon, but sea-going vessels are restricted to the lower reaches and the wider, deeper Ois tributary. The river is crossable by ferry at Moussillon, but the only bridges on its entire length lie at Parravon and to the east of that city.

The River Morceaux rises in the central highlands of Bretonnia and follows a course through rolling chalk hills to its eventual destination on the west coast. The wine of the Morceaux valley is said to be the best in Bretonnia (if not the whole world). In summer, the rolling chalk hills of the area are covered with vines, the produce of which is processed locally before being sent downstream to the merchants. The Morceaux is navigable by sea vessels only as far as the city of Bordeleaux, 25 miles upriver, beyond which it incorporates a system of locks designed to permit access by barges and small craft. Although a small river compared to the Reik or even Brienne, it is still an important waterway.

The Ois flows directly through the Gisoreux gap from its sources amongst the Grey Mountains and the Pale Sisters. Below the bridges of Gisoreux, the river is navigable to sea-going vessels, being especially deep and slow-flowing, although not especially wide.

The Sannez courses northward from the Pale Sisters, supplemented by the numerous spring-fed streams of the region. Couronne's famous hot-springs and mineral waters join the Sannez and swell its bulk considerably below the city, and no doubt are an important contributor to the valley's remarkable fertility. From Couronne to the sea, the Sannez is fully navigable to ocean-going vessels - even though it meanders round in a great arc from north to south and finally flows westward into the Middle Sea - and the gentle hills that surround its banks provide ample cargoes in the form of local wine. At the coast the river flows through the huge port of L'Anguille, with its famous 1500-foot high light-tower.

The Pale Sisters form a northern extension of the Grey Mountains, between which lies the Gisoreux gap, the confluence of all the overland trade routes between The Empire to the east and

Bretonnia and the Estalian Kingdoms to the west and south. The mountains are largely barren, inhabited only by brigands and a small number of goblins. Some of the peaks are said to resemble bent old crones, whilst the eternal snow covering gives them shawls, hence the name of Pale Sisters.

Politics:
The elected officials of Bretonnian cities are theoretically responsible to a royal governor, selected by the King from amongst the aristocracy. The position offers social prestige, but few governors live up to their duties. The King (Charles de la Tête d'Or III) is the least caring of an uncaring elite, living in his great palace at Oisillon 100 miles north-west of Gisoreux, surrounded by favourites, sycophants and countless servants. Small wonder that the maltreated urban poor of Bretonnia have a reputation as troublesome, politically ambitious agitators and rogues.

The People:
Perhaps the flippant attitude of Bretonnia's elite to the terrors that surround them may be explained by the relative calm and prosperity of their lands. It is more likely that this is itself a sign of the Chaos that has distorted the very soul of the Bretonnian people. The ruling classes of this land are ridden with corruption, willfully blind to the decay around them and sordidly decadent in every way. Painted fops parade their finery amongst the mud and dung of the streets, ladies sit like dolls in shining carriages, bedecked in glittering jewels and tall, white wigs, while hiding their ghastly pox-marks and worse disfigurements behind rouge and white powder. The taint of Chaos is less apparent in Bretonnia only because its citizens remain blind to it, unbelieving and unwilling to accept its dreadful implications, hiding their fear behind extravagance and tawdry display.

Language:
The Bretonnian dialect of Old Worlder has many similarities with that of south-west Albion, although Bretonnians are notorious for their inability to pronounce "th" which usually becomes "z". The initial "h" is invariably dropped by native speakers, while "r" is always rolled at the back of the throat.

Cities:
Bretonnia boasts a number of large cities These are L'Anguille with its famous lighthouse; the wine-trading centre of Bordeleaux; Brionne - the City of Thieves; the spa town of Couronne; the seething melting pot of Gisoreux; Moussillon - The City of the Damned; mysterious Parravon, where death stalks the night-time streets; and Quenelles, where the oppression of the poor by the aristocracy is infamous even by Bretonnian standards.

In stark contrast to the countryside, the cities are poorly administered - money raised for their up-keep is frequently embezzled by corrupt officials, or squandered on frivolities. Whole quarters lie in unattended ruins, fetid offal and rotting corpses block the narrow streets, whilst long-neglected sewers overflow, spilling their foul contents onto the already treacherous pavements. Careless of such filth, the rich, the powerful and the aristocratic hold marvellous parties, glittering balls and all sorts of widely extravagant social functions, dressing in the most expensive silks, drinking the most prized wines in the Old World and exchanging hollow pleasantries whilst all around falls into decay.

L'Anguille is widely known for its great lighthouse, an ancient fortress of considerable dimensions and unrivalled height. It is said to have been built by the Elves many years before their wars with the Dwarfs, remaining protected over the millennia by powerful spells and the solidity of its construction. The tower is easily the tallest structure in the Old World, standing fully 1500 feet tall, formed in the shape of a tapering octagon 150 yards wide at the base rising to an octagonal platform 50 yards across at the top. The whole construction is of a strange black stone, and is riddled with tunnels and chambers. The edifice is used as the administrative centre of the city as well as the governor's palace and the barracks for the city's soldiery. Upon the top is a platform bearing a constantly blazing fire raised a further 75 feet from the tower's roof. This can be seen right across the Middle Sea in distant Albion, and must have served the Elves as a great beacon, calling to fleets as they voyaged eastward across the seemingly endless expanse of the Great Western Ocean.

The remainder of the city lies tightly packed within solid walls, neatly divided by the river Sannez. The river banks are formed into solid quays for the large ships that pass through on their way to Couronne. L'Anguille is a trading port of some importance, although overshadowed by Marienburg, whose position on the Reik affords easier access to the heart of the Old World. Like all Bretonnian cities it is poorly maintained, and life for the majority is hard and squalid. Work, however, is easy to find - the wharves and quays shelter dozens of inns where sea-captains and river traders look for a sturdy crew or hired-swords.

Bordeleaux's trade is the life-blood of this city, and it is based almost entirely upon wine from the Morceaux valley (see *Rivers* - above). Good wines are bought and sold - bad wines are bought and drunk (mostly by the local sailors). Even the poor enjoy a bountiful supply of cheap, rough wine. Indeed, "the sober man of Bordeleaux" has passed into folklore as an impossible, or incredible being.

The city is dominated by great houses built by rival merchants, who, in a desperate bid to outdo each other, try to erect as tall and impressive a monument to their financial success as possible. The largest houses are almost castles, and the two largest and most imposing buildings in all Bordeleaux stand here: the Governor's Palace on Towerhill and Bordeleaux fortress on Execution Hill, each surrounded by lesser buildings seeking to emulate their grandeur. Between the two hills lies the great Bordeleaux bridge, spanning the width of the river Morceaux and marking the point beyond which large vessels cannot go.

The south bank below the bridge is mostly dockland, where ships load and unload cargoes into the numerous warehouses. Impromptu sales are held here, whilst the riverside boasts countless inns, vice-dens and other sources of attraction. Amidst the finery of rival merchants, gut-swollen aristocrats and dandied fops, there is little room for the poor who constitute the majority of the population and whose hovels sprawl along the outskirts beyond the two hills and well out of sight of the 'high town'. The twin hills of Bordeleaux afford natural drainage and sewerage, so that the mercantile districts are relatively clean. However, what effluence does not flow into the river flows into the shanty towns of the poor, where disease is rife and the air hangs foully around the decaying buildings. Here human deprivation has reached its most disgusting nadir, where children may be bought and sold without question, where murder is rarely noticed and where the strong rule the weak amidst a petty kingdom of filth.

Brionne is sometimes called the City of Thieves - such is the degree of lawlessness - where over half the eleven thousand inhabitants earn their livelihoods directly from the proceeds of crime, and the remainder are supported by its proceeds in some manner. Even the Governor and the local militia are openly involved. The city sprawls upon the north bank of the river Brienne, its quays offering unquestioned refuge to sea-going vessels, whatever their purpose. Pirates and smugglers regard Brionne as a safe-port, where they they will suffer no interference so long as they are mindful not to come into open conflict with the Governor's men. The Governor himself has grown fat operating his personal fleet of smugglers, and by imposing taxes on harbouring ships and warehouses. In return for their donation to the city coffers, contributors are left to their own devices, and wharfside warehouses are crammed with loot obtained in every conceivable manner.

Couronne is a great spa city, a market place for agricultural produce from the fertile Sannez valley (see *Rivers* - above), and a mighty fortress. Here, wheat, wine, and meat from the surrounding areas are traded for luxurious silks and spices bought by traders from Magritta in Estalia (qv) to the south. But Couronne is most famous for its numerous springs and natural baths, whose steaming waters are said to have magical powers. On one of these springs stands the greatest temple to Shallya, Goddess of Healing, to which pilgrims hobble, crawl or are carried from every corner of the Old World. Couronne lies upon the gentle sloping hills of the east bank of the river, the west bank sheltering a sprawling and insanitary suburb, docklands, and countless places of refuge for the lawless and impoverished. The town's watch refuse to enter this area (known as 'the Cesspit'), so that it has become wholly given over to the criminal and downtrodden members of Bretonnian society.

By virtue of its natural springs, the city within the walls is surprisingly clean by Bretonnian standards. Most large houses have their own basement hot-spring and water supply, whose constant flowings disperse the foul air and filth normally associated with Bretonnian settlements. Subterranean culverts direct the waters down into the Sannez in an ever-tumbling cascade, raising the water temperatures so much that the surrounding waters steam, and in winter the docks remain permanently ice-free. In Couronne even the poor have a certain wholesome appearance.

Gisoreux is the largest city in Bretonnia, with a population of eighteen thousand. The vast majority are poor, disabled, diseased and politically volatile - indeed, the 'Gisoreux Mob' is a much feared entity, which frequently takes to the street in orgies of theft and violence. The city itself is a strategically important river crossing, controlling the 75 mile gap between the northern edge of the Grey Mountains and the Pale Sisters. It was from here that Gilles le Breton set out to conquer the surrounding states and thus lay the foundations of contemporary Bretonnia. A huge statue of this mighty warrior towers above the heaving throngs of the central market square.

Yet, in spite of its illustrious history and special place among the annals of Bretonnia, the filth and decadence of all Bretonnian cities is especially manifest here. Thieves and agitators are the least dangerous of the creatures that roam the countless miles of disused tunnels and drains beneath the city streets. These "bowels" of Gisoreux in many ways reflect the society that thrives above. Here the darkness of forgotten and crumbling passages hides the doings of Chaotic cultists - usually thrill-seeking aristocrats who have become corrupted by their constant pursuit of new experiences, power and exotica. There are many amongst the rich whose tastes for the bizarre extend to the worship of the Dark Gods, and the delvings beneath Gisoreux offer them shelter and seclusion. The labyrinthine passages are also home to many dark and noisome creatures who seek refuge in the blackness, living upon the discarded waste of the city above, or sneaking out by moonlight to prey upon the weak and helpless. Although the worship of Chaos Gods is not openly tolerated even in this pit of decadence and decay, opposition is sluggish and languid.

Moussillon has an evil reputation. 'The City of the Damned' some call it, and for those that live within its crumbling walls the title must seem an apt one. Here a once thriving and prosperous city has fallen to the ravages of nature, or perhaps to those unnatural powers that delight in decay and pestilence. Originally the city was not much different from others in Bretonnia, but a series of earthquakes some 50-odd years ago reduced even the houses of the rich to crumbling ruins. Worse still, it was discovered shortly afterwards that the whole area was slowly sinking, and now a miasma of despair hangs over the city, a stinking cloud of pestilence that makes it one of the most unhealthy places to live in the entire world.

The aura of doom is all-pervading, so that even the finery of the lords and ladies is ragged, dirty and irreparable. Yet those that live here care little for the fate that has befallen their city - they have grown used to its squalor and have adapted to it. They roam the quagmire streets like zombies, soulless and unseeing. In the markets they haggle for rotten fruit, at the quaysides they hail ships whose crews look with horror upon the corrupt city, and whose masters hurry along to the coast. Few travel willingly to this city, and those that do prefer to leave as soon as they can. Here, alone in the Old World, the evil of mutation openly walks the streets; inhuman chants to the Chaotic Gods rise unstifled into the sickening air.

Parravon lies upon the north bank of the upper Grismarie against a background of steeply rising chalk cliffs. The houses follow the valley floor for some four miles, never attaining a width of more than three or four streets. Many of the houses are cut into the rock face, or have cellars sunk into the soft stone, whilst the towering cliffs are home to thousands of birds whose white droppings pepper the red-tile roofs of this picturesque city. The river is narrow here, and the upper limit for large ships is at the city's northern edge, where small dockland warehouses are cut directly into the rugged rock. The citizens like to think of themselves as simple country folk, and are fairly prosperous, thriving upon abundant harvests of fruit and grain from the surrounding countryside.

Here, isolated from the larger cities of the north, the lords and ladies of Parravon indulge their whim for gardening and pleasure - pursuits of a superficially healthy nature, far removed from the heights of decadence practiced in Gisoreux and Couronne. Yet even here the worm of Chaos is at work, for at night the city changes - doors are shut and bolted, windows latched and shutters closed. After sunset the streets of Parravon become strangely empty and an uneasy quiet descends, while the citizens remain

indoors, unwilling to acknowledge the stranger's knock and grudging in their hospitality. For Parravon is afflicted by some sinister evil, some weird cavalcade of beasts or demons who stalk the night, breaking into houses and carrying off whole families. Only the aristocracy seem unmolested, and many in the city blame them for the problems. Others curse the city's wizards for their meddling, or talk in muted tones of witches and shape-changers. Yet nothing can be proven, and the lords and ladies of Parravon do much to see that the streets are patrolled, that watchmen guard the night, and that bereaved citizens are recompensed as far as possible.

Quenelles lies 50 miles to the west of the Loren Forest on the banks of the river Brienne. The city itself is accessible to sea-going vessels, but beyond it the river is too shallow to allow any but smaller boats and barges to pass. Quenelles is a dark, dirty and squalid place, where houses tumble into each other and where the neglected streets are used as dumping grounds for refuse and filth of all descriptions. The city was once walled, but generations of poor maintenance and widespread disinterest have seen most of the fortifications collapse - frequently destroying adjoining houses. Further building has extended the city beyond its walls, creating a number of dilapidated shanty towns almost as vile as the slums within the city itself.

The aristocrats of Quenelles live in large mansions whose tall, sometimes broken towers look down on the city from the hills to the north. They are as indulgent and decadent as any Bretonnian aristocrats, and have a reputation for cruelty that is notorious even by this country's appalling standards. Unfortunately for the populace at large, the city's Governor and militia leaders are the worst of the lot. Criminality is, of course, common amongst the repressed lower classes, where food is a rarity and money almost unknown. Punishment is severe for those caught, especially if the offence is against the upper classes - mutilation and torture are common for even petty crimes, and branded or disfigured citizens are a common sight in the city streets. The inherent sadism of the city's inhabitants points towards an inner corruption of a most heinous kind, testifying to the gnawing evil of Chaos that is slowly permeating the Bretonnians.

•THE ESTALIAN KINGDOMS•

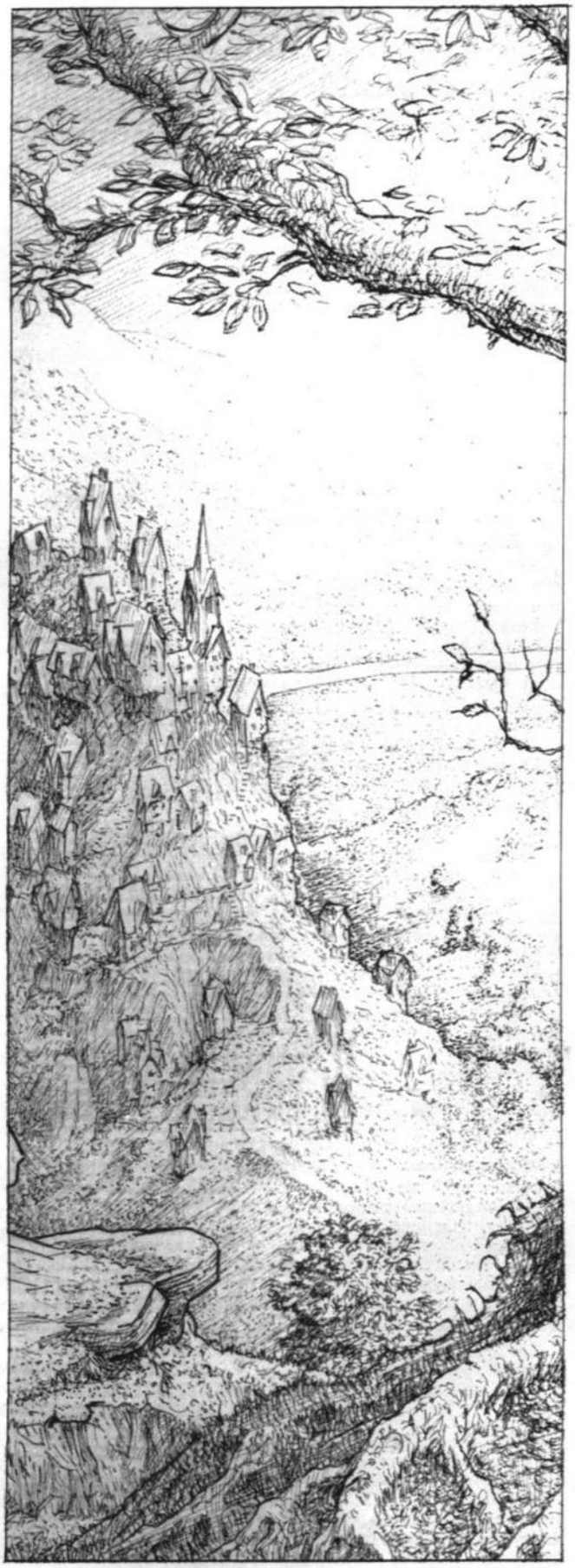
The Estalian Kingdoms lie far to the south, where the threat of Chaos seems very remote. Its foul corruption might be deeply hidden, but the seeds are neverthless there, and gradually the more weak-willed fall prey to its influence.

Geography:
The Estalian climate is warm and dry, and although not exactly bountiful, harvests are more than adequate for local needs, supplying sufficient amounts of palatable wine, olive oil, and fruit for lucrative trade into Araby to the south. The Arabian connection is strongest in the kingdoms that lie along the southern coast, where Arab traders frequently come to ply their wares and exchange stories of adventure. To the north are the Kingdoms of the Irrana mountains, barren lands populated by fierce-fighting hillmen whose solid fortresses guard the passes over the mountains.

Politic :
Lacking both the external threat of Chaos to unite the people, and any outstanding, charismatic leaders, Estalia has remained fragmented. Countless independent kingdoms have evolved around the largest cities and towns, constantly waging war upon each other, and occasionally upon their neighbours - the Arabians to the south, the Tileans to the east and the Bretonnians to the north.

The People:
The people of the Estalian Kingdoms are dark-skinned, black haired and stout. They claim to be the first Humans to have settled in the Old World, but this is not taken seriously elsewhere. However, it would be an unwise traveller who chose to debate the issue within the Kingdoms' boundaries.

Language:
Estalians speak the Old World tongue with a sing-song, nasal accent, and in some of the northern hill-side states, outsiders have great difficulty understanding the locals, whose speech is often larded with strange idioms from a former age.



Cities:
The two largest Estalian cities are also, not surprisingly, the wealthiest and most powerful Estalian states. There are numerous towns and villages, but none come close to the size of Bilbali or Magritta. (GMs may locate these settlements by following the guidelines given in *Settlement Patterns of the Old World*).

Bilbali lies in the north of the country, controlling an area between the sea and the southern forests. It is the second largest settlement in Estalia, and the main one in the north of the country. The surrounding coast is extremely inhospitable, with towering cliffs that afford no shelter for ships. At Bilbali, however, a steep-sided crag gives access to a shallow bay, where the city stands against a background of cave-studded cliffs.

The most striking feature of the city is a tall tower, built upon an island within the bay. From atop its lofty height, a great bronze bell calls out across the Great Western Ocean. In storms and times of trouble, pilots listen eagerly for the sound of the bell with its promise of a safe harbour and a mug of good Estalian wine. The surrounding area is somewhat poor, so that Bilbali's fortunes are wholly dependent upon the sea and, to protect her fragile maritime trade, the people of the city maintain a close watch on the seaways. Their fleets are well armed and her sailors renowned fighters, bitter enemies of the many pirates who frequent the coasts of Estalia and southern Bretonnia.

Magritta is a great port, built by natural deep-water harbours within the sheltered Bay of Quietude. Its reputation as a friendly port with ready markets for all manner of cargoes draws traders from many parts of the globe. Its quays are usually crowded, and, among the assortment of Old Worlder merchantmen, one can occasionally catch a glimpse of a strangely rigged craft from Araby or even further afield. Magritta's reputation is well-deserved, for no pirates are tolerated here, and the Magrittans maintain a strong presence in the Southern Sea. They are fair, honest traders, and, over the years, have grown to be rich ones. The Bay of Quietude forms a natural fortress, and the Magrittans control all the land thereabouts, including the bay's twin headlands where two massive fortresses guard the approaches to the port, and serve as its beacons.

The merchants of Magritta trade goods from the north, as well as the natural produce of their lands, including silver from the Abasko mountains to the east, while Couronne in Bretonnia is one of the larger markets for imported silks and spices. Their southern trade is deeply envied by the piratical Tilean states to the east, who fancy themselves as merchant adventurers, and there are frequent skirmishes between the rival cities. To protect their trade, the Magrittans maintain a strong navy, often hiring northern ships and crews to fight alongside their own tireless galleons. Hostile shipping is mercilessly sunk, whilst pirates are hounded and captured whenever possible and their crews brought back for public execution in the great market place. Ships from rival states may be boarded, their cargoes 'inspected' and frequently their captains obliged to sail into Magritta to trade their goods - thus swelling the city's trade and reducing that of its rivals.

Like all open ports and trading cities, Magritta has a polyglot population. The natives are hard-working folk, largely ignorant of the dangers and temptations of Chaos, thanks to the city's position in the deep south of the Old World. Nonetheless, there are some who are only too willing to take advantage of the city's lax laws to practise their unspeakable rites and vile, demonic faiths, undisturbed by the vigilance that characterises the cities of the north. Even so, the worship of Chaos Gods is a matter that would shock and disgust the majority of easy-going Magrittans.

•KISLEV•

Surprisingly, at least to those who don't know the Kislevites, Kislev boasts some of the oldest settlements in the north of the Old World. The area was first settled over 1,000 years ago by a formerly nomadic people called the Gospodars, who had been raiding the region from the far side of the Worlds Edge Mountains for many years. Realising that the disintegrating Empire was far too absorbed with internal squabblings to deal with an invasion, they seized their opportunity with both hands. By the time The Empire began to stir itself, the Gospodars had already established their realm.

Geography:
Kislev comprises the city of Kislev and a number of vassal and colonial states situated between the river Lynsk to the north and the Talabec the south. It is the only Old World state to extend eastwards over the Worlds Edge Mountains, although these lands (known as "Zaborota", or "Farside") are only tenuously held by marcher boyars (barons), and only in the peak of summer are the mountain passes open. Westwards, the Sea of Claws and the Forest of Shadows form more secure frontiers.

The River Urskoy is the easternmost of all navigable rivers in the Old World. It enables cargoes from Kislev to be transported the length of The Empire, as far as the sea at Marienburg, almost 1000 miles away. At Altdorf (see *The Empire*) the Urskoy joins the mighty river Reik and cargoes may be transferred to ocean-going vessels.

The River Lynsk marks the boundary between Kislev and the Northern Wastes. It is navigable by river boats as far as Praag, although it is a brave captain who would risk his vessel on such a journey, when it is open to assault from the Chaos hordes that prowl the northern banks. During the months of winter, the river is often frozen for miles at a stretch, and the citizens of Praag must look to their storehouses to survive.

Politics:
The Norse barbarians and hordes of Chaos that live in the northern wastes must travel through Kislev before they can penetrate the Old World - and the Kislevites are sworn to stop them. For this reason, they maintain a strong army of valiant warriors, and employ many mercenaries and sell-swords. Kislev is a state under siege, right in the front line of the war against Chaos. Unfortunately, like everywhere else, the taint of corruption runs far deeper than anyone can imagine, and the forests of Kislev are rife with all manner of Beastmen and their treacherous, power-hungry, Human allies. The city-states comprising Kislev are kingdoms in their own right, although in effect little more than provinces with monarchs strictly under the thumb of Tsar Radii Bokha of Kislev - Overlord of the north.

The People:
The Kislevites and their subject peoples have long since intermingled with the native Old Worlders, and yet they remain enigmatically 'different'. They are a tall people, broad-shouldered, with dense blonde or red hair. Although reputedly quiet and dour, they are resolute fighters, sworn to root out and destroy the minions of Chaos that threaten their lands from north and east. They are also great music lovers, and the battle songs of Kislev are an impressive sound when sung by the deep-voiced warriors before a battle.

Language:
Although the Kislevites have long since adopted the Old World tongue, their past is not completely forgotten and many still use the tribal speech of old, which is reputedly furnished with a wealth of highly descriptive terms of abuse. Their voices are rich and sonorous, and when using the Old World tongue, they have thick accents and tend to say "v" instead of "w".

Cities:
The three largest Kislevite cities are Erengrad, the country's major port; Kislev, the capital; and Praag, the beleaguered city of King Zoltan.

Erengrad is second only to Marienburg (see *The Wasteland*) among the northern ports of the Old World. Through its harbours pass the innumerable wares of the Norscan coast - whale oil, sea-ivory, timber, tar and fish. Ships based in the city journey far to the north to trade with barbaric Norsemen and Norse Dwarfs, braving the dangers of the terrible northern seas which seethe with the malformations and malintent of the noisome Gods of Chaos. Upon the quays of Erengrad Norse rub shoulders with traders from as far away as the great trading centres of

Marienburg, L'Anguille, and occasionally with sailors from ports as far distant as Bilbali and Magritta. The city stands at the head of the chill waters of the river Lynsk, within a huge lagoon that offers shelter from the cold sea and the ravenging winds of Chaos that blow from the north. The principle trading docklands are situated on a sizeable island, joined to the main city by means of a fabulous timber bridge built upon vast piles sunk deep into the bed of the lagoon.

The architecture is unique to the region - few buildings are over two storeys in height, apart from the many temple towers, with their gilded cupolas and multitudinous bells for which the city is famous. On great civic occasions, these are rung in unison, and their peels echo for miles around. The city presents walls of solid timber to beings cowering in the dark forests, and from its great bronze gates a lone and dangerous path winds its way towards Middenheim and The Empire.

Kislev stands high on the banks of the river Urskoy, within a great loop of the river at a point where it skirts the steep "Gorá Geroyev" (or "Hill of Heroes") upon which the city is built. Its walls are strong and steadfast, if somewhat molten in appearance in places where the tides of Chaos have lashed against it before being beaten back by the stout-hearted defenders. Kislev stands at the very frontiers of anarchy, upon the borders of an area whose exact form can shift and change with the wind. The city has suffered siege and assault by both the servants of Chaos and the mutating winds that accompany them. Many of Kislev's older buildings bear witness to terrible battles in which flesh and stone flowed like water before assuming new, horrific shapes.

The wharves of Kislev are built around an artificial pool within the city walls, and are accessible only through a well-defended river-gate. East of the city, the river is much shallower and is the preserve of flat-bottomed barges and small river boats, craft whose crews congregate in the way-side inns and houses along the wharfside.

Upon the crest of the Hill of Heroes stands the palace of the Tsar of all Kislevites, Radii Bokha, the Overlord of the north and sovereign to all the Kings of Kislev. This mighty fortress rises in tier upon tier of stone towers and gaily festooned battlements, reaching a pinnacle in a great golden dome which is plainly visible from many miles around.

Praag is less fortunate than Kislev, and was once completely overswept by mutating storms from the north. Amid howling gales of destruction, the servants of Chaos strode into the city, slaying women and children as the city slowly melted into a screaming travesty of its former grandeur. When the tides of Chaos receded, those fortunate enough to have escaped into the woods returned to find their homes transmuted into the foulest of nightmares. Where neat rows of houses once stood side by side, there now flowed a weird warren of molten glass, melted by some incredible heat, distorted into caverns and caves and all manner of disturbing shapes. Nor was the effect restricted to inanimate matter, for everything passed over by the Chaos hordes became jumbled and intermixed, so that it was no longer possible to distinguish between living creatures and the rough stone of houses. Thus, the survivors of Praag found their city completely corrupted, where walls were split to show rows of teeth in a gibbering mouth, and where floors moved as if composed of a writhing mass of small creatures....

In desperation, King Zoltan ordered that the city be burnt to the ground, cleansing the foulness from it so that the people might build it again. This they did, erecting a new city whose stone walls stood as solid as those of Kislev itself. But little could they imagine the true power of Chaos, for its creations cannot so easily be banished, and soon the terrors of the old city began to grow back, polluting the new buildings. At first the city began to whisper, then the night air was filled with pitiful cries of agony. Once more, faces appeared in the walls, and grasping hands rose from the pavements - only by vigilant burnings and rebuilding is any sanity retained. The reputation of Praag is grim, and travellers tell sickening tales of its horrors. In his nearby Palace Praag, King Zoltan drills the Stalgrad Militia, and broods on how the Chaos spawn can be defeated and his people avenged.

•THE TILEAN CITY-STATES•

The coastal plains encompassing the Tilean Sea are studded with human settlements, collectively known as the Tilean Cities.

Geography:
Tilea stretches from the Appucini Mountains in the east to the Abasko Mountains in the west, curving right round the Tilean sea and bordered by the Irrana Mountains in the north. The Apuccinis shelter the Tileans from the lawless areas known as the Border Princes (or that is how the Tileans see it, at least), but forests in the foothills are dangerous enough, harbouring many predatory beasts, not all of natural or earthly origin. There are Goblins too, and brigands are a constant threat, maintaining stony strongholds high in the mountain valleys. Few Tileans would willingly venture into these areas, whilst few of those who do ever return. The inland states are mostly concerned with agriculture, growing crops and raising goat and sheep herds, or grazing scrappy cattle. To the west, the Abasko mountains fall abruptly to the sea, offering little scope for settlement other than small, cliff-hanging fishing villages with the occasional goat-herd sheltering high up in one of the hidden upland valleys.

In the north-west, the land lies under the evil miasma of the foul Blighted Marshes, a lifeless area of shallow pools covered by a great swirling mist, and fed by innumerable stinking streams. The marshes form countless miles of fetid, sluggish pools in which indescribable things slime and slither. It is a lightless land of mist and vapour, so repellent that Humans go nowhere near. The marshes are home to pestilence and countless disease-carrying insects, but also to the arch-servants of Chaos, the Skaven - whose great monument to decay, the city of Skavenblight, stands crumbling amongst the stinking mire. Humans avoid the whole area, and the few that dare breathe the city's name, insist that it is but an evil legend.

Politics:
The Tilean lands are divided into numerous states, each under the leadership of a city or major town. Most of the important states lie upon the coast, and are great maritime powers, often battling the Arabians and Estalians for control of the high seas, seizing merchant convoys and helpless lone traders. Although there is great rivalry between the individual states, there is also a measure of mutual respect, a recognition of a common heritage that ensures that most of their warlike energies are directed against common enemies. The inland states are smaller, sometimes subservient in some way to the coastal states.

The People:
The Tileans share many physical and cultural traits with the Estalians to the west. They are dark-skinned and have black glossy hair. In the relative safety of their own borders, they are happy to pour scorn on the Estalian claim of being the first Humans to settle in the Old World, but think twice before debating the point with a native of that land.

Language:
The Tileans speak a distinct musical dialect of Old Worlder, which outsiders sometimes mistake for Estalian; nothing is guaranteed to annoy a Tilean more.

Cities:
The greatest of the Tilean cities (although there a many smaller ones) are Luccini, built near an ancient, ruined, Elven sea port; Miragliano, built on islands with canals instead of streets; Remas, home of the Old World's greatest fishermen; Sartosa, City of Pirates; and Tobaro, City of Sirens.

Luccini The great southern plain of Tilea, a prosperous, fertile land famous for fine horses and copious granaries, is the hinterland for Luccini. Within its elegant walls stands the greatest mausoleum to the god Mórr in the Old World, and here, every ten years, is held the most important convocation of the deity's priests. The city itself is built partly over the ruins of an ancient, black-stoned metropolis, said to have been a great Elven port in

the days before their wars with the Dwarfs. Now, however, it is little more than rubble, although treasure hunters do occasionally uncover long-hidden subterannean passages - excavating incredible ancient riches from amongst the ruins. But the ruins are also dangerous. Some people believe they are haunted, others say that they have become the refuge for all manner of evil, from Goblin scavengers to Human brigands. Sometimes, lights appear in the ruins, or vague inhuman chants are carried by a cool wind. More terrible still, cries of laughter ring through the clear night air, accompanied by screams of terror and the perpetual moaning of the damned. Well-meaning citizens often appeal for the rubble to be cleared, and the area is vast, several times larger than the city itself, so the task has so far proved to be an impossible one.

Miragliano: This city stands upon hundreds of small islands, connected by stone-banked canals. The landward side of the city is marshy and unpleasant, but Miragliano itself is airy and clean. Water is a problem - the surrounding sea is obviously undrinkable, while the streams and small rivers that permeate the marshes to the north lie several miles distant. The residents buy what they need from the local water sellers, who ply the canals in their small barges.

Miragliano is a great trading city whose small, light ships are a scourge to the large trading nations. Ships from Miragliano regularly sail as far afield as the deep south, although running the blockade of Magrittan ships in the Southern Sea can prove difficult. The Miraglianians are a vigorous and ambitious people. Merchants from the city can be found all over the Old World - buying furs, sea ivory and amber in Erengrad, trading the goods of the New World in Marienburg and bartering with hard-faced Arabians in Magritta.

Remas: A giant headland over 100 miles long and up to 40 miles broad juts out into the Tilean Sea, sealing off a large lagoon, into which flow numerous small rivers. This makes the lagoon extremely favourable for marine life, and the people of Remas exploit this to the full, and have gained a reputation as the world's greatest fishermen. The city was built at the tip of the peninsular, walled to all sides. To further strengthen its defences, there are two series of inner walls, following the contours of the headland and rising to a splendid citadel at its peak.

The Remans are splendid sailors, their ships competing alongside those of Miragliano and Luccini for the southern trade. Their small nimble craft may often be seen scouring the seaways with less honest intention, for the Remans regard the vessels of other cities as fair game - especially those of the Magrittans who prevent them from fully exploiting the commercial potential of the south. Remas and Miragliano maintain a certain long-standing enmity, and the two cities frequently war against each other, often soliciting the aid of the various small Tilean states, and employing sell-swords and mercenaries from all over the Old World.

Sartosa: Although it is rumoured in the north that all Tileans are pirates, this is only literally true of Sartosans - the city is known more usually as the Pirate City for that reason. Pirate ships of every shape and size anchor at the great harbour, whilst the city bulges with the plunder of the sea - gold from the south, silk from Araby, jewels from the New World and fine wines from Bretonnia. The whole city thrives upon plunder, secure in its natural defences and the fighting reputation of its citizens.

Unlike Brionne (a city which openly welcomes pirates and turns a blind eye to their dealings), Sartosa is actually run by pirates. It is administered far more harshly and much more efficiently than any other city in the Old World. Within the bounds of the harbour, Pirate Law applies, forbidding theft and offering frequently terminal punishments for murderers, thieves, swindlers and traitors. Disputes between captains are settled by the Master of Sartosa - the king of the Pirates elected annually from and by the pirate captains then in port.

The city lies behind solid walls, protected from sea-borne assault by huge engines of war sheltered within the city, and sunk inside heavy bunkers carved into the surrounding cliffs. The sea itself offers the city its most potent defence, for the strait between Sartosa and the mainland is subject to a deadly current, the so-called Pirate's Current, which makes it impossible for any ship to land on the north side of the island. The island can only be approached from the south via the perilous Skull Sands - an ever-shifting sandbank where careless ships easily run aground. Only pirates are taught how to navigate the sands, and to reveal its secret is an act of treachery, punishable in the most heinous manner imaginable. Even pirate ships occasionally fall foul of the sands, in which case the Pirate Law maintains that the ship becomes salvage, and free for the taking before the wind and tide break it apart. Vicious fights break out between rivals, not to mention the crew of the wrecked ship who usually resent their hard-won cargo being snatched from them while within sight of home.

Tobaro: The Abasko mountains stretch almost 500 miles from the rocky cliffs of Fools Point to the fetid bay of the Blighted Marshes. Throughout all that 500-mile stretch, the shoreline is jagged and dangerous, harbouring unseen rocks that would tear the bottom from a ship barely within sight of land. Yet along this uninviting and murderous coast there is one great city - Tobaro the City of Sirens.

Tobaro is said to be unreachable from the west because of the mountains, and virtually unapproachable by sea because of the surrounding Fools Rocks. Only Tobaran pilots can safely navigate the Rocks; many a bestormed cargoman has fallen to their wrecking bite, only to have its contents recovered by the enterprising pilots of the City of Sirens.

Legend recalls a time when the entire coast echoed to the call of creatures that flew upon the air and made their foul nests amongst the crags of the towering sea-cliffs. Eons of their scrapings and scratchings contributed to the erosion of natural sea-caves, until at one spot the entire cliff became maggot-ridden with their delvings. Then, the Elves broke through the great rocks that lie along the coast, came to the City of Sirens, and drove out the nightmarish winged creatures.

In their turn the Elves enlarged the caves, building seven mighty sea-gates and a huge enclosed harbour beyond - a cavern domed like a great cathedral and large enough to hide a fleet. The cliff-side was turned into a wonderful city, unique amongst all the Elvish settlements of that distant time. They burrowed deep into the mountains and discovered the secret valleys beyond. Then the Elves forsook the Old World following the Dwarf wars, and the City of Sirens remained abandoned until the Tileans rediscovered the passage through the rocks and the entrances to the hidden harbour beyond. They drove out the few cliff-dwelling creatures that had taken up residence, and repopulated the city, renaming it Tobaro.

The Tobarans trade silver and gem stones from the surrounding mountains, which they exchange for foodstuffs, mostly from other Tilean states. The sea provides a plentiful, if somewhat monotonous diet, while the high valleys offer some (albeit sparse) agriculture. Although great seafarers, the Tobarans are no match for the Magrittans or Arabians in a pitched battle, and their maritime trade is fairly restricted, being largely based around the Tilean sea and the southern Estalian Kingdoms.

•THE WASTELAND•

The Wasteland is a windswept and barren country, largely inhospitable to settlement and offering little shelter from the biting winds that blow from the Sea of Claws. It owes its independence to the importance of Marienburg - largest port in the Old World - whose canny Burgomeisters have gradually wrung a series of privileges and concessions from The Empire over many years.

Geography:

The Wasteland lies around the bay where the Reik flows into the sea, stretching as far as the edge of the Reikwald Forest in the south and east, and to the foothills of the Pale Sisters in the west. A few sheltered spots offer refuge for scattered farms and villages, but most of the Wasteland's population live in the city port of Marienburg.

Politics:
Away from the forests of the interior, the Wastelanders see few of the perils of Chaos, and are far more lax with regard to its dangers than the superstitious people of The Empire - some would say far too lax. Those who live nearer the forest are a little more cautious, more suspicious of strangers and less trusting, even of each other. In and around Marienburg, however, the people are friendly and open, as befits a cosmopolitan port, where traders come from all over the Old World and beyond. At one point in its history, the Wasteland was actually a part of The Empire, but the country's inhabitants have always been an independent folk, and have used the fact that they control much of The Empire's overseas trade to force successive Emperors to allow them greater autonomy. Supported in these goals by Bretonnia to the west, the Burgomeisters of Marienburg are now in a position to play these two great powers against each other.

The People:
Wastelanders share many physical traits with the Reiklanders of the southern Empire. They are tall and robust, hard-working and strong-minded.

Language:
The people of the Wasteland speak Old Worlder with a similar dialect to that of the citizens of The Empire.

Cities:
The only settlement of any size in the Wasteland is the great city-port of Marienburg. If you wish to generate maps showing other Wasteland settlements by following the guidelines given in *Settlement Patterns in the Old World*, you should note that there are no other towns, only villages and farmsteads.

Marienburg: The largest port in the entire Old World, Marienburg is naturally the main trading centre in all the north. Its position at the head of the river Reik means that goods from the southern parts of the Old World and beyond must pass through the city *en route* to such places as Nuln in the south and Kislev in the east. Similarly, goods for export pass down the rivers Talabec and Reik towards Marienburg's harbours, which give access to the south of the Old World, the New World, the South Lands and countries as far removed as Lustria or Cathay.

The city is built at the point where the mighty River Reik cuts across the ancient bedrock of the north coast before spilling into a vast delta. By the time it reaches Marienburg, the Reik is the widest river in the Old World, well over a mile from bank to bank. At Marienburg, however, a series of rocky islands begins to split the river into its fine tributaries, and the city is built upon these islands, joined by numerous bridges. Only one deep passage is maintained, that being on the south side of the city around the docklands. Ships may easily pass this great channel into the Reik, or northwards into the sea, or they might put into one of Marienburg's many harbours. A single bridge crosses the main ship-way, the 'High Bridge', which is raised on a solid stone tower on the southernmost island of Marienburg, crossing to a high rocky hill on the other side. The bridge is ascended by a great winding road that coils on the outerside of the tower, a feature greatly admired by travellers and known throughout the Old World.

The city itself is distinguished by its fine houses, many of which are effectively fortresses belonging to the mercantile aristocrats and merchant adventurers that rule the city. It also has the largest Sea Elven trading community of about 500 Elves. This is pretty much autonomous, with its own laws and militia, since the city authorities are more than willing to allow the Elves to manage their own affairs, given the wealth which their trade brings to the city.

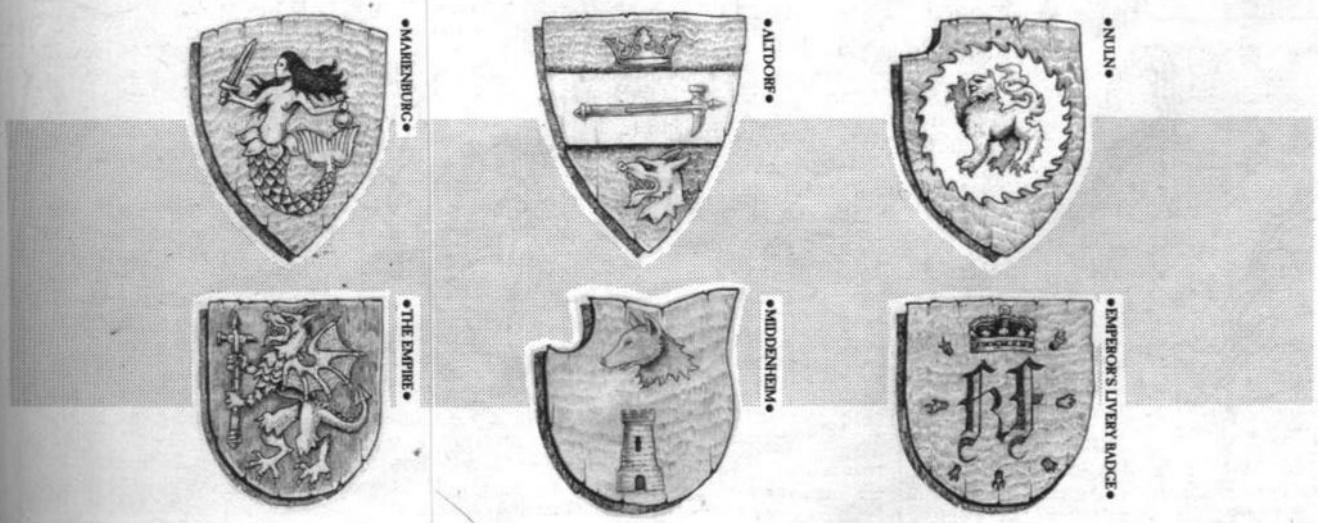
Marienburg is a wealthy, cosmopolitan city where there is everywhere a sense of affluence and well being. Within its salt-stained walls stands the chief temple of Manann, god of the sea, a lofty building, decorated by the city's finest stonemasons and woodcarvers. But in such an open city, it is all too easy for the minions of Chaos to hide, to perpetrate their evil affairs and to spread their sickening creed.

•THE EMPIRE•

Of all the countries of the Old World, The Empire is the largest. It comprises a vast conglomeration of princedoms, duchies, leagues and city states, and it is assumed that beginning Player Characters have their origins somewhere within its boundaries. The towns and villages in the immediate vicinity of Altdorf (see below and *Settlement Patterns in the Old World*) make ideal starting locations - particularly if you are going to play **The Oldenhaller Contract**, the scenario at the back of this rulebook. For these reasons, The Empire is examined in a little more detail than the other Old World nations. Further information can be found in the campaign sourcebook and adventure **The Enemy Within Campaign, Volume 1: Shadows over Bögenhafen**.

Geography:
To the north and east, The Empire is bounded by the stormy waters of the Sea of Claws, and the towering peaks of the Worlds Edge Mountains. To the north-west lies the country of Kislev, where heroic armies hold back the hordes of Chaos encamped in the Northern Wastes. To south and west, the Black and Grey Mountains form natural frontiers, while the Wasteland in the north west extends across the only stretch of open country between The Empire and Bretonnia.

Within these natural and political frontiers are numerous smaller, semi-autonomous states. The seven largest of these are known as Electoral Provinces because their rulers have each traditionally been granted a say in the election of the Emperor; these are shown on the map overleaf . They are: the Principality of Reikland, the Duchy of Middenland, the Principality of Ostland, the Duchy of Talabecland, the County of Stirland, the County of Averland, the Barony of Sudenland, and the Halfling Mootland.



THE EMPIRE
NORTHERN WASTES
KISLEV
PRAAG
KISLEV
EBENGRAD
KARAK UNGER
MOUNTAINS
EDGE
WORLDS
KARAK KADRIN
ZHUFBAR
BLACKWATER
KARAK VARN
SEA OF CLAWS
OSTLAND
FOREST OF SHADOWS
MIDDENHEIM
MIDDLE MOUNTAINS
RIVER TALABEC
RIVER USSOY
TALABHEIM
THE GREAT FOREST
TALABECLAND
RIVER STIR
STIRLAND
THE MOOT
RIVER AVER
AVERLAND
BLACKFIRE PASS
UPPER REIK
SUDENLAND
RIVER SOLL
NULN
DRAK WALD FOREST
RIVER TALABEC
ALTDORF
REIKWALD FOREST
MIDDENLAND
REIKLAND
MOUNTAINS
PARRAVON
RIVER REIK
THE WASTELAND
MARIENBURG
GREY
AXE BITE PASS
BRETONNIA
GISOREUX
QUENELLES
N
MILES
0
50
100
200
0
25
300
350
375

Then there are three great City States or Freistadt, the authority of which also extends to the villages and towns in their immediate vicinity. These are Middenheim, Talabheim, and Nuln, and their rulers ("Grafs") are also Electors.

Greatest of all The Empire's cities is Altdorf - Imperial Capital, and location of the towering Cathedral to Sigmar (see the **Religions** section - below).

The Middle Mountains: These are not the only highland area in The Empire, but they are the largest and most significant, for they separate Ostland from the rest of the country. Surrounded by dense forests, the area is shunned by Humans and Dwarfs alike.

Rivers:

The waterways of The Empire have a vital role to play, for they are the only reliable communication and trade links between provinces, cities and towns. For although the Road Wardens and Toll Keepers do their best to maintain the network first established by Emperor Wilhelm the Wise, the fact that so many of them must needs pass through the large stretches of forest mean that they are often plagued by bandits, highwaymen and even the occasional Goblin.

The Aver may be traced to the mountain streams of the Black Mountains and is most notable for its strong blue colour and vigorous, foaming waters. Its upper reaches contain many waterfalls, but by the time it joins the Reik, the river is large and easily navigable by river boat and barge. It also passes through the heart of The Moot - the Halfling territory - where it is a vital irrigation source for their agriculture. From time to time it also bears messengers between the great city of Nuln and the distant Dwarven fortress of Karak-Varn, high in the Black Mountains.

The Reik is the longest river in the Old World - approximately 750 miles from its source in the Black Mountains to the sea at Marienburg. The stretch between Nuln and Marienburg carries more traffic than many of the other rivers put together. South of Nuln, the river is known as the Upper Reik, and here its waters are fast-flowing and clear. Nuln is the last bridging point before Altdorf, for here the Reik is joined by the blue waters of the Aver (see above). Between Nuln and Altdorf, the Reik is up to 200 yards wide and crossable only by boat. Stretches of the Reikwald Forest (see below) are dense and perilous, but the river is wide enough to offer protection from hostiles along the banks. Only water-borne raiders pose any serious threat, and these are kept in check by regular patrols and the vigilance of the local Boatmen and Lock-Keepers.

At Altdorf, the Reik is swollen by the confluence of the mighty Talabec, which by this point is itself a huge and sluggish body of water heavily laden with black soil from the Middle Mountains. Where the waters meet, the sediment has formed extensive mud flats and small islands upon which the city of Altdorf stands. A few miles north of Altdorf, the channels reunite into a massive, sluggish body of water navigable by ocean-going vessels. The river is studded with small islands of ancient hard rock, upon which are built many of the fisher villages, watermen's inns and other commercial stopping places. For long stretches, the banks remain heavily forested and provide potential ambush sites for river pirates, although most vessels are usually more than capable of defending themselves.

The Sol rises in The Vaults as an amalgam of countless mountain streams. The river fills with meltwater at springtime which greatly increases its volume, making this a perilous body of water.

The Stir rises in the Black Mountains and quickly develops into a major river flowing within a deep, wooded valley. For nearly its entire length, it flows through the heart of the Great Forest, fed by many streams and brooks. Over 100 yards wide and bridged at only a few points, the river provides a natural and easily defended barrier.

The River Talabec originates in the rapid streams of the northern reaches of the Worlds Edge Mountains, which spill across the western foothills, forming a deep, slow-moving and incredibly clear river known as the Upper Talabec. Along the stretch above its confluence with the Urskoy, the river banks, are bordered by heavy pine forests with an evil reputation amongst the native peasants. Beyond this point, the river is too wide to bridge and it steadily widens throughout its course to Talabheim. Here, there is a major ferry point, providing the last reliable crossing before the river flows, heavily laden with dark soil from the Middle Mountains, into the Reik at Altdorf.

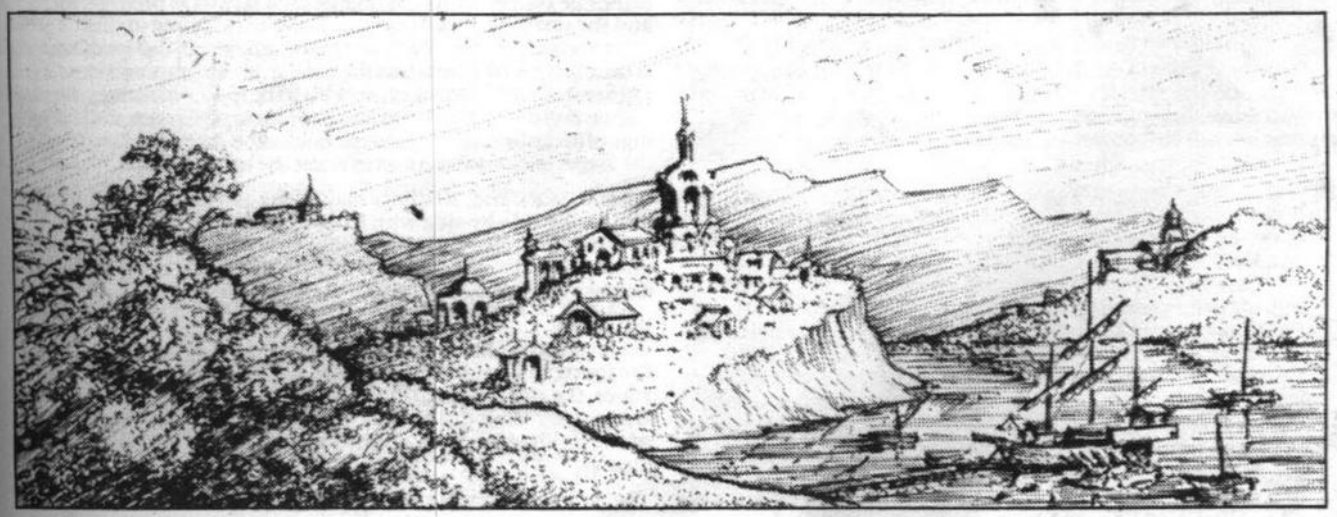
Forests:

Most of the Empire is covered by gloomy, tangled, deciduous forests. Many clearings have been made, to allow cultivation of crops and to provide pasture for cattle and so on. Even so, there are still hundreds of thousands of square miles of virgin woodland. Wise folk refuse to venture beyond the forest eaves except on roadways or rivers.

The mighty, ancient trees of the **Laurëlorn** are known to be greatly loved by the Wood Elves, although their settlements - which are few in number, - are kept closed to outsiders by strong illusions and confusing magics.

The Forest of Shadows which encompasses most of the Principality of Ostland is the darkest of all The Empire's woodlands. Within its gloomy depths there still lurk bands of Chaos Beastman and goblinoids - remnants of the last Incursions of Chaos some 200 years ago. The Ostlanders will occasionally mount expeditions to root out and destroy their lairs, but only an army would dare spend the hours of darkness beneath its moss-shrouded branches.

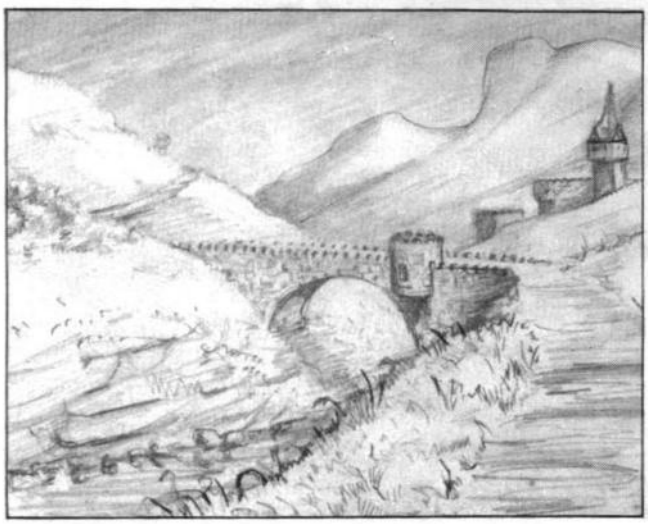
The Reikwald Forest extends into the foothills of the Grey Mountains, and is a favourite haunt of The Empire's outcasts. The forest is ideal bandit country, as the main communications artery of the river Reik, and the road which parallels it, pass beneath its eaves.



History:
The foundations of the present day Empire were laid by Sigmar Heldenhammer some 2,500 years ago. Sigmar first managed to unite the Human tribes of the north east and led them, in alliance with the Dwarfs, to a great victory over the hordes of Goblins which had plagued the Old World for the last 1,500 years. This date is now acknowledged as the first year of the Human calendar. Under Sigmar's leadership, the Goblin Wars were brought to a victorious conclusion and Humanity was able to resume its exploration, settlement, and development of the Old World in an atmosphere of relative peace.

This lasted for 1,100-odd years. During this time, many settlements were built, and a system of government evolved whereby The Empire's constituent provinces acquired a degree of autonomy in return for their support of The Emperor. The rulers of these areas - Princes, Dukes, Counts, and so on - were also made Electors, and were duly consulted whenever the time came to elect a new Emperor. Sigmar was subsequently deified, and all went well until Sigmar's line finally ended with the death of Boris the Incompetent in the year 1115. This resulted in a seemingly interminable period of internal squabblings and even resulted in war between Talabecland and Stirland. Offices were bought and sold, Electors were bribed or murdered, and for 600 years differing areas proclaimed different Emperors at Nuln, Middenheim, and Talabheim. This era is now known as the Age of the Three Emperors. Needless to say, such internal wranglings left the borders poorly manned, and it was during this period that the nomadic raiders from beyond the Worlds Edge Mountains were able to seize the area that later became Kislev. By the year 2000, The Empire no longer existed as a cohesive unit. The next 300 years are often referred to as the Dark Ages, during which the Provinces themselves began to disintegrate. But in the year 2302, a new wave of Incursions of Chaos finally brought the people to their senses. Magnus the Pious made a great rallying call from his base in Nuln, urging that "all true sons and daughters of Sigmar must now unite, bearing arms as one great people, lest the Chaos hordes o'erwhelm us all, and the final darkness consume the earth." In alliance with Kislev and Norsca, the armies of The Empire were triumphant, and the threat averted.

Following the war, Magnus was duly elected Emperor and crowned in Nuln, with the blessing of the Grand Theogonist - High Priest of the Cult of Sigmar - whose power was by now second only to the Emperor's. Unfortunately, Magnus died celibate and his brother Gunthar - a follower of the Cult of Ulric - had made the mistake of becoming the enemy of the Grand Theogonist. Consequently, Count Leopold of Stirland became the next Emperor, and Gunthar was obliged to move to Middenheim. Leopold's family held onto office for the next 60 years, by which time the concessions and privileges that Marienburg had won in exchange for access to its ports, finally allowed its Burgomeisters to declare the Wasteland independent, and secede from The Empire. Rumours that Leopold's grandson, Dieter, had connived with the Burgomeisters almost led to charges being brought against him. The Empire accordingly passed to Wilhelm II, Prince of Altdorf, and the disgraced and disenfranchised family of Dieter withdrew to Talabheim. Wilhelm had no desire to move to Nuln, and so moved the capital to Altdorf, where it remains to this day, under the august reign of Wilhelm's direct descendant - Karl-Franz I.



Demi-Humans in the Empire:
Dwarfs: Of all the demi-human races, Dwarfs are the most common throughout The Empire,and there are a number of purely Dwarven communities in both the Grey and Black Mountains. Do not confuse the Imperial Dwarfs of the Worlds Edge Mountains - specifically the fortresses of Karak Ungor and Karak Kadrin - with the Dwarfs who are citizens of The Empire and who live within its borders. The former live beyond The Empire's frontiers, and their name derives from their desperate clinging to the glories of a bygone age, when the Dwarven Empire stretched the full length of the Worlds Edge Mountains. They are bound together by a terrible oath - to seek out and destroy Chaos Dwarfs wherever they may be found.

The Dwarfs who live within The Empire are full Imperial Citizens, and live as fully integrated members of Human communities. Indeed, they are highly valued for their engineering skills, and the Guild of Engineers - which is organised by Dwarfs - comes pretty close to holding the monopoly on Dwarven skills.

Elves: Wood Elves are far from common in The Empire, and Sea Elves almost non-existent, apart from those that make an occasional trip down the Reik from Marienburg to Altdorf. Neither kindred has any role in the political arrangements of the country. Those few Wood Elf communities which exist in The Empire are hidden deep within the oldest forests, but their exact locations are closely guarded secrets. Wood Elves do not take kindly to uninvited visitors of other races and usually fence off their realms with powerful illusions. The few that leave their homes are exceptional individuals of an adventurous disposition, who are generally frowned upon by their kinfolk. When they depart, they are often told never to return and may be treated as outcasts ever after. Even so, they never willingly discuss their background with a non-Elf, and would consider it the ultimate treason to reveal the location of their former home. Elves are generally distrusted by the simple folk of The Empire's rural areas, but are acceptable, if curiosity-arousing sights in the more sophisticated, urban areas.

Halflings: The Empire encloses the largest purely Halfling community in the Old World. It lies on the river Aver, between the Counties of Stirland and Averland, and is known as Mootland, or "The Moot", after the Halfling practice of government by mass meeting. The area was granted to the Halflings some 1500 years ago (during the Age of the Three Emperors) by an Edict of Ludwig the Fat, in recognition of Halfling services to Imperial cuisine, which had previously been notoriously awful. The area is completely autonomous, although it does rely on The Empire for protection.

The head of each of its many villages is known as The Elder. Village Elders meet every so often, according to the needs of the time, in District Moots, held in a village chosen according to an elaborate system which combines such factors as prestige, rota, and the size of the local harvest. The chair-halfling of this meeting is elected by the Elders, and he or she is also invested with an Imperial vote when the time comes to choose a new Emperor. This is the only vote which the Emperor cannot dispose of (see *Politics* - below). In return for their privileges, the Halflings of Mootland send a detachment to the capital both to serve in the Imperial household and to assist the local militia.

Outside Mootland, Halflings may be found throughout The Empire, living side-by-side with Humans. Many wealthier households employ Halfling cooks, and a number of coaching inns, taverns, and hostelries are run by Halflings, or have a number of them on the staff.

Politics:
On the death of the Emperor, a successor is elected by the fourteen Imperial Electors: the rulers of each of the City States, the rulers of each of the Electoral Provinces (see *Geography* - above), the High Priest of the Cult of Ulric, the Head of the Halfling Moot, plus the three highest officials of the Cult of Sigmar.

The Emperor is both head of state and commander-in-chief of the

Imperial Army, and rules by the issue of Imperial Edicts. In theory, all titles - and their accompanying estates and privileges, including votes - may be disposed of by the Emperor as he or she sees fit. In practice, these are usually kept within families, and passed on to the eldest child of succeeding generations. Occasionally, the holder will sell a title for profit or some other, even less praiseworthy motive.

Day-to-day running of The Empire is handled by the rulers of the various provinces, and these may be more or less independent, depending on the relationship between ruler and Emperor, and on the privileges granted to a province by earlier Edicts. The City States of Talabheim and Middenheim, for example, are both fiercely independent, for they are ruled by descendants of old Imperial families (see *History* - above).

The Empire maintains close relations with the Tsar of Kislev, and the Burgomeisters of Marienburg (see *The Wasteland*). The former stands between The Empire and the hordes of Chaos in the northern wastes, while the latter controls access to vital sea-trade links.

Language: Imperial citizens speak the most widely-used form of Old Worlder, known as Reikspiel, the standard by which other speakers of the language are judged. As the professors of the Empire's universities will happily explain to anyone with a few hours to spare, The Empire was the first country to develop a written language, and the country has a wealth of literature in the libraries of its towns and cities. Unfortunately, the proportion of the population that can actually read and write is quite small.

People: The citizens of The Empire are generally a pleasant bunch - at least towards other Imperial citizens. The peasants have a reputation for being superstitious, but - given The Empire's long and bloody history, and its proximity to Kislev and thus the Chaos Hordes - this is understandable. The aristocratic leaders of the towns and cities maintain a constant vigil against the spreading evil of Chaos (witch-hunting is a highly respected profession), but the vast areas of forest are impossible to patrol. From time to time, expeditions are mounted to root out Bandits and other undesirables, but they are expensive and time-consuming, and the success of such enterprises is often negligible.

Religion: By far the most powerful of the many cults active in The Empire is that of Sigmar Heldenhammer. The cult is entitled to no less than three votes in Imperial elections, held by the cult's head, or Grand Theogonist in Altdorf, and by his two deputies, or Lectors, based in Talabheim and Nuln. There are countless shrines and temples to Sigmar scattered throughout The Empire, and no Emperor has ever been able to hold office without the support of the Grand Theogonist. Of course, there are many clerics of other deities - most notably Ulric - but the Grand Theogonist is regarded as the supreme voice of authority on all religious matters. Given that the High Priest of Ulric (based in Middenheim) is also an Imperial Elector, this state of affairs has resulted in some tension between clerics of the two cults.

Worship of the Chaos Gods is proscribed throughout The Empire, and is an offense punishable by forfeiture of all assets - including life.

Cities:

Cities and towns in The Empire are built of wood, stone, brick and just about anything that comes to hand. Architectural styles vary greatly, although the half-timbered style is the most popular. Local conditions and requirements dictate the materials used, though most older and more solid houses may be built from stone, and newer and more affluent accomodation is provided in the modern medium of brick. Roofs may be thatch, slate or tiles.

Altdorf: Where the rivers Reik and Talabec join, the combined waters flow into extensive mudflats, and divide into three lesser waterways. The resulting islands form the foundations for the city of Altdorf - capital of The Empire, site of The Imperial Palace and home to the magnificent cathedral to Sigmar. It is a city of many bridges, which hop from island to island. At the point where the river channels reunite (on the north side of Altdorf), there stands a large harbour - for the Reik is deep and wide enough here to accommodate ocean-going vessels.

The city's tall, white walls topped with red tile roofs are a majestic sight - and provide a formidable defence for the city. In view of recent events in Kislev, Emperor Karl Franz has recently ordered that the defences be strengthened, and nowadays the walls are covered with scenes of bustling activity as Dwarven engineers labour to enhance the already extensive fortifications.

The city is renowned for its universities, wizards, libraries and other aspects of learning. Here, the most promising students in the Old World labour under the wisest tutors, while ancient wizards toil over magical works which were commenced before thier own lives began, and which will go on beyond their deaths. Here too come many clerics, and other pilgrims, seeking blessings in the towering cathedral where the Grand Theogonist holds court. It is a wonderful building, replete with numerous ornately-carved spires, flying buttresses, and gilded cupolas.

The city is also a bustling trading port with rich markets, thronged with traders from all over the Old World. There is a constant coming and going of Imperial messengers, ambassadors from far-flung provinces, and even the occasional deputation from distant Araby.

Most travellers arrive in Altdorf by boat, but there is one major roadway which bisects the city. This leads northeast to Middenheim, and southwest to the mountain fortress of Helmgart, which guards the Axebite Pass over the Grey Mountains, and is ever watchful for raids from that range's humanoid population.

Middenheim: Middenheim stands atop an ancient core, a sheer-sided, iron-hard pinnacle of rock that rises out of the surrounding forest, just beyond the slate-cragged desolation of the Middle Mountains. This great and impregnable fortress is accessible by means of four great highways on lofty viaducts, cunningly engineered so that they may be destroyed at very short notice. In addition there are numerous chair-lifts, rope-ladders and (some say) a whole network of secret tunnels that worm under the city and into the forest below. The city is built high to protect it - for it would be first on the list in the event of an invasion of Chaos from the north - and to enable its inhabitants to gaze out far over the treetops. Even from the tallest tower of the slate-grey city, an observer can see little but trees, the eternal forest stretching out in all directions save eastward, where the rising Middle Mountains burst from the forest floor, tall and jagged, and the colour of thunder clouds.

The current Duke of Middenheim is a descendant of Gunthar Tödbringer - brother of Emperor Magnus the Pious - and is determined to maintain the city's independence. Like Gunthar before him, he is a follower of Ulric - which is appropriate, for Middenheim houses the chief temple to that deity. This is a vast, castle-like building, capable of holding a thousand worshippers at a time, as well as providing accommodation for the cult's High Priest and numerous assistants.

The towns and villages in Middenheim's zone of dependency (see *Settlement Patterns in the Old World*) are built much closer than is customary elsewhere (when generating settlements in this area, you should ignore any results that produce a settlement in Zone Two, and reduce the chance of a town occuring in Zone Three to 25%). This is due in no small measure to the dangers of the nearby Drakwald Forest, wherein lurk a number of Beastmen and other Chaos spawn - remnants of the last Incursions of Chaos. Inhabitants of nearby villages always ensure that their doors and windows are well locked and shuttered at night.

Only basic food is grown in the area - luxuries must be imported - because the surrounding lands are not very fertile. Water is no problem, for the city is well served by numerous wells sunk deep into the rock. These have never been known to fail, and the water is clear, cool and said to promote health and longevity.

Nuln: This city lies at the southern tip of the great forest, at the focus of four provinces (Reikland, Sudenland, Averland and Stirland) and two rivers (the Reik and Aver). It is the most convenient place to cross the Reik before it enters the forest. Until just over 100 years ago, Nuln was the capital of the Empire (see *History* - above). It was also a renowned university city - the first colleges having been established here by the Empress Agnetha, and the reputation of the city's professors still draws students from far and wide. Appropriately, one of the most imposing buildings in the city is the temple to Verena, which faces the main gateway, dominating the Westway with its collonaded facade.

Being located at such an important trade crossroads, it is not surprising that the city's markets are thriving. Traders bring all manner of goods from north and south, as well as locally grown

wines and exceptionally fine metalwork from Sudenland. In any event, Nuln is a major stopping-off point for passenger traffic from the Barony of Sudenland and the County of Averland *en route* to Altdorf.

The current ruler of Nuln is the Countess Emmanuelle von Liebewitz, who is famous for throwing lavish parties and all-night balls in her splendid palace, which many regard as rivalling the Imperial court in Altdorf. Regarded as the most eligible spinster in The Empire, she attracts suitors from every corner of The Old World.

Talabheim: This city lies almost exactly in the centre of the Great Forest and some call it the 'Eye of the Forest', where, like the eye of the cyclone, all is calm. Formerly the capital of the Duchy of Talabecland, it is now one of the most fiercely independent City States, determinedly clinging to its hard won privileges, and its own peculiar local customs. It was in this city that Dieter, the disgraced grandson of the Emperor Leopold, made his home after being exiled from Nuln, and his descendants live here to this day.

The city stands at a great river junction where weary river- and road-travellers meet, before departing on their way north to Middenheim, east to Kislev, or west to Altdorf.

Talabheim stands within an unusual rocky bowl whose steep outward sides present wall-like fortifications. Within the bowl, however, the land is flat, and here stand the city's majestic buildings, surrounded by fields which produce rich harvest for the inhabitants.

At the point where the river Talabec flows around the edges of the craggy wall stands a small settlement and harbour, from where a winding road leads half-way up the rock face to a tunnel - the only entrance to the city. This tunnel was supposedly magically created many years ago and is known as the Wizards Way. It is fully half a mile long and broad enough for two wagons abreast. A small fortress at each end of the tunnel completes the defences.

•SETTLEMENT PATTERNS IN THE OLD WORLD•

The Old World map provides the gamesmaster with focal points such as large cities and fortresses, important ports, passes and so on. It does not contain every town, village or farm any more than could a comparable-sized map of Europe. It is for you to work in your own ideas and create smaller settlements as you need them. The Old World is a vast continent, with plenty of room for a diverse selection of towns and cities. However, you might like to bear in mind that we shall be locating a number of population centres in The Empire in **The Enemy Within Campaign** series of sourcebooks and adventures.

•SETTLEMENT PATTERNS•

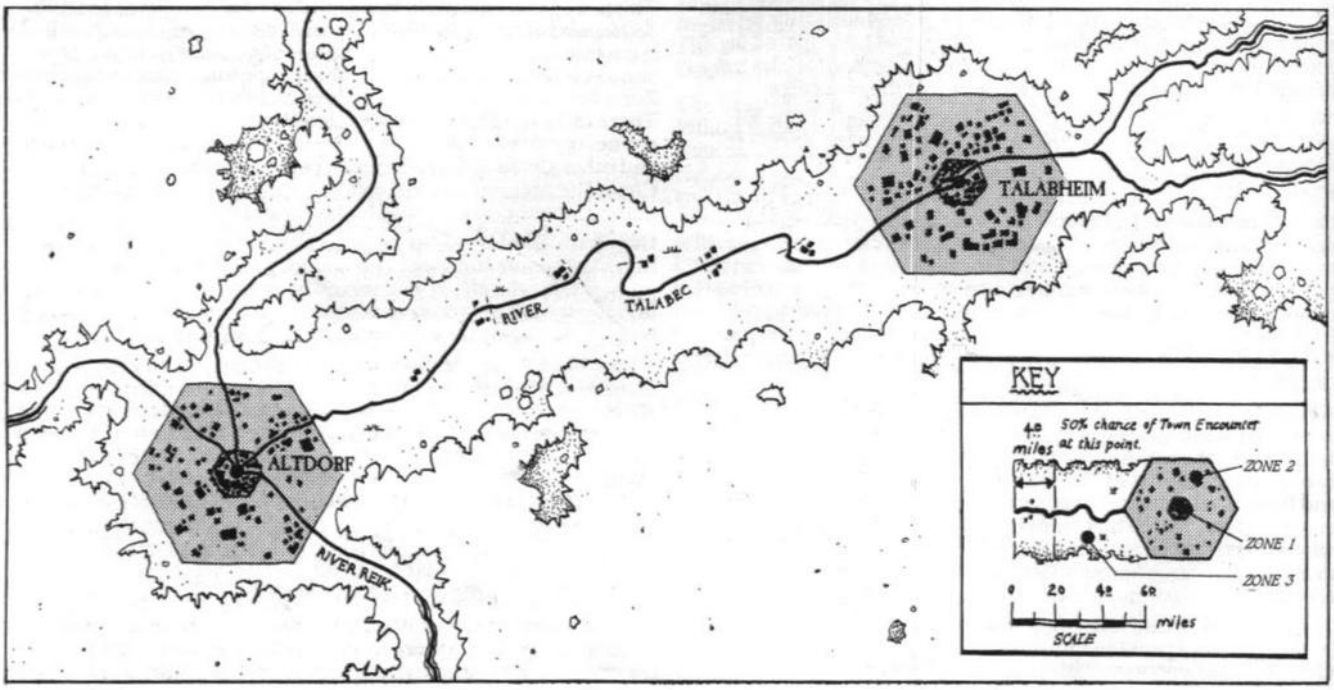
To help you visualise the Old World, this rulebook includes a series of settlement pattern diagrams which typify settlement throughout the continent. You can use these diagrams to actually generate the salient features of an area if you wish - but always use your common sense to overrule a result which is inconvenient or awkward, bearing in mind the location and factors such as Chaos incursions or raiding monsters.

•MAJOR CITIES•

Major cities, with a population of 10,000 people or more, are marked on the map of the Old World. No other settlements have populations so large. These centres of population are not spaced equally on the map, some are closer than others, but none are so close so as not to have towns, villages and farms in-between.

The diagram below shows two cities of The Empire - Altdorf and Talabheim - together with their associated "zones of dependency", although the example could work equally well for any two cities in the Old World. These two cities are about 260 miles apart, which is average for Old World settlements of this size.

The heavily shaded area - Zone 1 - extends in a 20-mile radius around each city, and contains villages and farms that are directly dependent on the city for markets, protection and so on. Each of these locations can be reached on foot in a day or less. Zone 2 is more lightly shaded and extends a further 30 miles beyond Zone 1. This area contains isolated farmsteads, tiny hamlets and so on, but is mostly uncultivated - barren moorland, marshes, woodland or whatever. Zone 3 - the lightly shaded area between the two cities - is where any small towns that exist will be found. If towns are present, each will have its own subzone of villages and farms, which are proportionally smaller than those of the cities (see below).



•TOWNS•

Establish the extent of Zone 3 by measuring the distance on the map (in the example, this is 160 miles). You can seed these surrounding areas with settlements at your own discretion, or you can use dice to give you a random occurrence. Work your way from one city to the next, rolling D100 for every 40-mile interval. At each point there is a 50% chance of a settlement being present. This need not be positioned directly between two cities, but it will tend to lie within 50 (D6 -1 x10) miles of the main road.

Once it is established that a town is present, roll D10 -1 x1000 to establish its population. A result of 0 indicates that the population is below 1000 and the community is not a real town at all. Roll D10 -1 x 100 to determine its population. A further score of 0 indicates a simple farmstead, lone mining claim or other very small community, in which case the population is 2D10 persons.

Towns have their own "zones of dependency", similar to those of the cities but smaller. The diagram below illustrates the various zones. Zone 1 contains villages and farms and lies 5 miles all around the town. Zone 2 contains farms and lies a further 5 miles all around the town. Zone 3 extends an additional 10 miles beyond Zone 2, and is purely wilderness territory - woodland, marshes, and so on.

•VILLAGES•

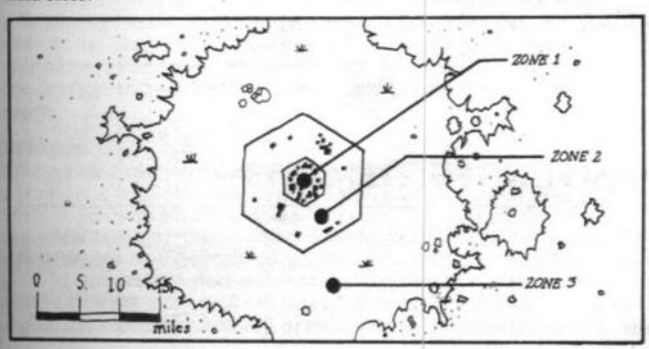
Zone 1 of a city will contain 4D6 villages scattered about it. Zone 1 of a town has D6 villages. Villages should not be placed solely along the main road, but be evenly distributed within the zone following natural features where appropriate. Villages have a population of 10D10 people. Villages are linked to each other and to the main road by rough tracks. The more isolated villages, especially those in the forested areas of The Empire, will usually have some kind of defensive fortification - even if it is only a ditch and a crude picket fence.

•FARMS•

The innermost zones of cities and towns contain many farms, each with a population of 2D10 people. However, it is not really worth constructing maps of their locations. A better approach is to say that farms are D6 miles apart along roads and tracks, and that if players ask how far the next farm is, the gamesmaster should roll D6, and give this as the distance in miles, unless there is a larger settlement within the distance generated. For example, heading towards Altdorf, the adventurers arrive at the village of Walfen, which is four miles from the city gates. The GM rolls a D6 to discover the distance to the next farm and gets a result of 5. Since Altdorf is only four miles away, he informs the players that there are no farms between Walfen and the city.

Zone 2 of a city contains 4D6 evenly scattered farmsteads, and Zone 2 of a town has D6. The farmsteads in these areas are quite likely to be protected by some simple kind of fortification, while those in The Empire will almost certainly be walled off against the wild creatures and marauding servants of Chaos that prowl the more isolated areas of the Forest of Shadows.

In addition to farmsteads, the following structures are common features of the Old World and may be located at suitable intervals and sites.



Coaching Inns:
These exist for the purpose of providing fresh horses and supplies (see *Travel in the Old World*). They also act as sorting offices for mail, and as convenient stops for passengers - few coaches will travel at night. Coaching Inns are usually quite large buildings and may form the focus of a small community, and - where possible - they are sited within villages or towns. Where they have to be built in isolation, they are always well fortified. They are smoky, friendly places, where travellers can swill good ale, gorge themselves on cooked meats and talk with fellow travellers.

Coaching Inns are also used as bases by the Roadwardens, for whom they are both regular meeting places and organisational centres. Merchants and civic officials also recognise the coaching inns as the safest and most trustworthy places to stay.

Lockhouses:
Although there are few man-made canals of any length, many Old World rivers have lock systems and lengths of stone banking. This is especially so in towns where the rivers also form part of the drainage, sewerage and flood control system.

Locks in the Old World are designed to control the levels of water within a section of river, allowing water to be drawn off in times of flood or for irrigation. In times of drought, water can be preserved in the same way. The lock system also allows river traffic to by-pass sections of dangerous water, such as rapids, shifting sands and so on.

Locks have associated buildings, manned by one or more guardians called lock keepers. Their job is to protect travellers and levy a toll for using the lock facilities. Lock keepers are also supposed to escort important traffic, patrol stretches of river in difficult times and generally look after people.

Way Temples:
Occasionally, the nature of the Old World geography means that the road passes through especially inhospitable and dangerous country. In settled areas, villages and coaching inns provide the traveller with a safe place to spend the night, but where there are no settlements, the poor traveller is faced with pressing on through the hours of darkness, with all the attendant risks that such a venture entails.

For this reason, many religions have funded the construction of a number of wayside shrines. These are usually tall brick or stone buildings, almost fortress-like in appearance, with no windows at ground level. They are literally temples by the way-side, with a small staff who help travellers and people in need. Way- temples also function as hostels, with an upper-storey dormitory and a good supply of food and drink. Conditions are austere in the extreme and nothing like the smokey, friendly atmosphere of a coaching inn. However, in times of adversity, many a traveller will look out for the welcoming light of a way-temple.

•THE TREE SETTLEMENTS OF THE WOOD ELVES•

The Wood Elves of the Old World do not live in cities or open villages, but amongst the deep woodlands. For this reason, those Humans who have rarely or never seen one often think of them as spirits rather than as living creatures, able to pop in or out of existence at whim. The truth is rather that most Elves are secretive and deeply private creatures, their settlements remote and difficult to find, and they do not actively seek out Human company. Inevitably, they produce some adventurous and outward-going types, but these are exceptions. Wood Elf communities are small and self-sufficient, and almost always lie far from Human habitation. Within their own society, Wood Elves are sociable and gregarious, but their populations are small, and the majority of their settlements can be thought of as villages rather than towns.

Wood Elves typically live in tree houses - buildings high up in the branches of the tallest trees. They are deceptively solid in construction, being based upon a single large platform which supports the rest of the building. The leaves and branches of the trees provide natural walls and roof, but for additional protection, their inhabitants use screens and colourful hangings. Once inside one of these Elven houses, it is easy to forget that they are

50-100 feet above the forest floor. Houses are grouped together around a clearing, usually a low hill or artificial mound on which stand the official buildings of the community: the banqueting hall, temple or shrine, and storehouses. The remainder of the clearing is left open to the sky, enabling the Elves to indulge in the various forms of open air festivity of which they seem particularly fond. Away from the main areas of the settlement, the Elves clear smaller areas for their burial mounds. These comprise small barrows which are seeded with wild flowers and often with a single tree, believed to harbour the spirit of the deceased and accorded a great deal of respect.

A typical Wood Elf community would contain up to 100 individuals (10D10, if randomly determined). Wood Elves hardly ever live for any time amongst Human communities, although individuals occasionally set up for a few months or years if there is good reason to do so.

Athel-Loren is the largest of all Wood Elf Settlements, a familiar landmark for most Bretonians living in the south of the country. Humans rarely go there, for the Elves keep visitors away, either by force or by clever illusionist magic, which causes explorers to lose their way and by-pass the place. The settlement is far larger than the others in Bretonnia, since it is also the home of the King and Queen of all the Wood Elves. It lies deep within the forest of Loren and has a population of around a thousand Elves. At its centre is a large clearing around a sizeable green hill, upon which stands the Royal Palace, numerous functionary buildings, storehouses and temples.

•SEA ELF TRADING COMMUNITIES•

The vast majority of Elves live not in the Old World but on the huge island continent in the west known as the Elf Kingdoms. From here the Sea Elves set out on voyages of exploration which range as far as Cathay in the East, Lustria in the south and the New World to the west. To the Old World, their ships bring goods from every continent, and many Sea Elves have settled in Human communities as merchants, traders and adventurers. Every Old World port with a population of over ten thousand has its own Elven quarter - an area where the Elven merchants build their houses and administer their own laws and customs. These quarters are generally regarded as 'off-limits' by the Human populace, and even the city militia and local authorities are reluctant to interfere here. Elven trade is a valuable asset to any community, and most people are happy to let the Elves run their own affairs as long as it continues to be profitable. A typical trading community would have a population of about 1% of the total city population. Although trading posts are sometimes maintained in smaller cities, this is rare, and often occupation is sporadic or temporary - traders coming or going, a family settling for a few years before retiring back home. The largest Sea Elven trading quarter is in Marienburg, where there are about 500 Elves.

•DWARVEN SETTLEMENTS•

The Dwarfs have lived in the Old World since Humans were little more than unthinking barbarians. In that time, the Dwarfs have seen the dwindling of their population, the loss of many of their cities and mines, and the fall of their great kingdoms. Today, there are very few purely Dwarf communities. Most Dwarfs live within Human society, where their metalcraft and their ability to work hard and long are highly respected. Human settlements in excess of 5,000 population typically have a Dwarf community of between 5 and 10% of the total. Smaller Human settlements are often more hostile to strange races and the Dwarf community would be no more than 5%.

There are two kinds of purely Dwarfish settlements. New ones are almost always mining communities or small trading posts with populations of 100 individuals or less. Each building is no more than a dilapidated lean-to or shack, hastily constructed and meant only to last a matter of months. Long-standing communities might convert these into cabins, but only if the mine is successful.

Older settlements are mostly the remains of the once vast mountain kingdoms of the Dwarfs, which were based around great underground cities, carved deep into the Worlds Edge Mountains and extending via a system of tunnels from Norsca to Araby. These cities were vast and spacious, connected to fortresses and watch-posts built within the mountain valleys or on tall peaks. In this way, the Dwarfs could control the mountain passes and guard their cities against attack. The very nature of the system proved its downfall, for the Dwarfs were unaware of the deeper, evil things which gradually began to infiltrate the lower tunnels. At the last, most of the Dwarf cities fell, or were destroyed by their masters so that they would not fall into the hands of the Goblin hordes or cruel Lizardmen. Other, newer Dwarven communities may still be found in the Black and Grey Mountains were they were established by those Dwarfs who abandoned the Worlds Edge Mountains after the volcanic eruption of 1500 (Dwarven Reckoning) - 4,000 years ago.

Today, one of the few Dwarven cities to remain occupied is Everpeak, or Caraz-a-Carak, which is Dwarvish for "The Eternal Way to the Pinnacle". This is the last great Dwarven city, and even this is only partially occupied. From this base, the last King of the Dwarfs fights a constant battle against the Goblins and other evil mountain-dwelling creatures. Adventurers - especially Dwarfs - are always sure of a welcome here. However, Everpeak lies right on the edge of the Old World with the Border Princes to the West and the Dark Lands to the East.

Permanent occupation of the other Dwarven cities is rarely undertaken, and many of them are now riddled with Goblins. However, many of the more secret and isolated outposts, fortresses and watch towers have never been taken from the Dwarfs, even though these small, isolated communities often have no means of contact with the outside world other than by air or magic. Old tunnels which once led to the main city complex have long since been blocked or deliberately collapsed to keep out the Goblins. These communities rarely exceed 100 individuals, and many are smaller. The battle against the Goblins is a constant one, and many must doubt the value of defending the last vestiges of an ancient kingdom. Communities such as this are scattered throughout the Worlds Edge Mountains and extend into the Black Mountains.

•HALFLING SETTLEMENTS•

Over the years, the Halflings have become almost inseparable from the Human community, making up about 5% of the general population. In the Empire, there are still whole settlements of Halflings scattered between Nuln and the River Stir, as shown on the Old World map. All settlements in this area are under Halfling

administration, subject directly to royal charter. Halfling communities are not hostile to Humans or other demi-human races and those with populations of 100+ will have a number of resident Humans equal to about 10% of the total.

Halflings live mostly in villages or on small farms, and their settlements and buildings are often similar to the more rural Human ones, although everything is proportionally smaller. A notable exception to this rule is the burrow - a brick or stone-lined dwelling, cut into hillsides and featuring south-facing doors and windows. Some of these burrows are large, rambling, underground mansions, with many passageways and entrances.

•TRAVEL IN THE OLD WORLD•

Travel between the cities of the Old World is neither easy nor safe. Areas immediately around large urban centres are ordered, cultivated and generally free from brigands, but even here there is risk involved - the condition of the roads is extremely poor. Beyond the immediate environs of larger cities the countryside is far more dangerous. The settled farms give way to lone homesteads and the cultivated fields succumb to areas of moorland, forest and bog. Winning a living from such unpromising soil is hard enough, without having to worry about attacks from the servants of Chaos, so it's not surprising that the inhabitants of outlying villages are suspicious of strangers. These areas are also relatively lawless, and being so vast it is hard to root out bandits and other creatures that prey on the road-user. Popular opinion usually holds that anyone foolish enough to go travelling deserves all they get.

•ROADS•

Cities are linked by main roads built and maintained by the cities and towns, but paid for mostly by the Road Toll. According to Imperial records in Altdorf, this was first instituted by Emperor Wilhelm the Wise, and the system was rapidly adopted by the other Old World nations. Unfortunately, not all the money raised by the toll gets spent on the roads and their maintenance - all roads have pot-holes and there may even be entire sections where a road has sunk or been washed away. It is not unheard of for Road Tolls to be charged in places where there have never been any roads....

Most towns either lie directly on these roads or are linked to them by a side-track. Even the main roads are often narrow, rough and in such a poor state of repair as to be unusable. They are constructed from cobblestones laid over a foundation of sand and rubble, though where the land is boggy, they might rest on wooden causeways and deep piles sunk into the ground.

Toll roads average between 3 and 4 yards in width, though there are some that measure as little as 2 yards wide. With care, it is usually just possible for two wagons to pass, but where the road is especially narrow special passing places are sometimes provided.

Toll Gates:
Every stretch of road has at least one toll gate and most have several. Each comprises a toll house and a gate across the road. Whilst it would be relatively easy to dodge payment of a toll, toll-keepers can rely on the assistance of the local authorities, and retribution is usually well-organised and tenacious. Most tolls are organised on the 'crown-a-leg' principle - that is to say 2 crowns for a humanoid traveller and 4 crowns for each draft animal or riding beast. Animals larger than oxen usually attract a much larger toll as they are particularly hard wearing to the roads.

Bridges:
Bridges are expensive to build, which means they are usually in a very poor state of repair, and as small and narrow as possible. Since road-users find it especially hard to negotiate bridges, they are often used as toll gates, and an extra charge is levied for use of the bridge - also on the 'crown-a-leg' principle.

Road Wardens:
As travel is so dangerous, the civic authorities maintain a constant vigilance. There are regular patrols on the roads, who also visit lonely homesteads, check up on the toll gates and bridges, and generally make sure everything is in order. Road Wardens are a tough breed, renowned as the saviours of coaches and the scourge of highwaymen; they are laconic, uncompromising and held in almost universal awe. Road Wardens act as frontier patrolmen, keeping a lookout for incursions of outlaw bands and other unusual goings-on. They also carry much of the mail to isolated communities, picking up and delivering post via the main staging coaches.

Tracks:
The roads only run between major centres of population. Elsewhere, the only defined routes between settlements are just well-worn pathways hardened by the passage of traffic, reasonably safe in good weather. In wet weather, and especially during winter, tracks become entirely unpassable to wheeled traffic.

•OVERLAND•

Sometimes it will be necessary to travel without the benefit of roads or even established tracks. In the Old World, such areas will generally be either boggy, mountainous, forested or moorland. Wheeled vehicles cannot be used in such conditions, and even horses will have great difficulty negotiating such terrain unless led.

•COACHES, CARTS AND WAGONS•

Most Old World citizens forced to endure the hardship of travelling use coaches. There are many independent coaching companies, based in the major cities. The type of coach they employ is a huge, lumbering affair with plenty of space on top for luggage and up to a dozen passengers inside. Coachmen, like Roadwardens, are a hardy breed, well used to the rigours of outdoor life, and the coaching companies make sure they hire the best. Coaches run quite frequently between larger towns and passage can be regarded as a commodity of average availability (see the *Consumer Guide*). The Empire's most famous coaching company is "Four Seasons Coaches", based in Altdorf with establishments throughout the Empire.

Whereas coaches are built expressly for the purpose of carrying passengers, wagons (4-wheeled) and carts (2-wheeled) are used for carrying most day-to-day commodities, farm goods, etc. Wagons have no suspension and are extremely uncomfortable and slow.

•TIMETABLES•

Coaches travel between cities with populations of 10,000 at least once per day. In good conditions in The Empire, up to D6 coaches may be available for travel between the major cities - calling at the intervening towns on these routes with the same frequency.

There are also coach routes to and from towns with a population of 1,000 or greater, but these trips are not as regular as those between cities. The average frequency of these trips is about once per week. The gamesmaster can generate the number of days a passenger must wait for the next coach by a random die roll - using any die from a D4 to a D12, depending on the size and location of the town.

Coaches cannot travel across country, and passengers wishing to move along tracks into remote areas will have to hire wagons, carts or horses locally. The availability of such transport should be regarded as an average commodity, being scarce at harvest time (see the *Consumer Guide*).

•WATER TRAVEL•

Where practical, rivers and other waterways have been given to the use of water transport - often much safer and more reliable than road haulage. The map illustrates navigable waterways of the Old World, the principal of which is the river Reik and its tributaries. Towns, villages and other settlements occur along navigable rivers in much the same way as they do along roads (see *Settlement Patterns in the Old World*).

The waterways are used mostly by commerce, as they are slower even than road transport. However, it is always possible to hitch, work or buy a passage on a boat. The availability of a passage is equivalent to a *plentiful* commodity at any inhabited waterside location.

•MODES OF TRANSPORT•

Horses and Mules: Full details of these riding animals can be found in the **Bestiary** (see *Animals & Monsters - Horse*). Costs and availability of horses and other pack animals are given in the *Consumer Guide*.

Coaches, Carts & Wagons: Coaches are constructed from a sturdy wooden frame with panelling in a lighter wood or sometimes canvas. Average construction time is D4 + 4 months (always assuming that the necessary materials and skills are readily available). Traction comes from a team of (usually) four horses. Coaches are normally manned by one guard and one driver - both coachmen. The normal passenger capacity is 6 inside with provision for 2 more on top. *In extremis*, as many as 12 people can be crammed into the interior of a coach, and the students of Altdorf University are fond of running competitions to try to break the record of 12 humans, 1 dwarf, and 3 halflings.

Assuming a normal complement of passengers, there is usually room for each passenger to take two good-sized chests (or equivalent) - strapped to the coach's roof.

The average coach has M 4, T 5, and W 30.

Horses and carriage count as a single group for the purposes of missile fire and magic. To determine the location of any hits on coaches, roll 1D10:

Die Roll	Hit Location
1-2	Horse (select randomly)
3-7	Coach Body
8	Wheel
9-10	Exposed crew member or passenger (select randomly)

Exposed crew and passengers are those on top of the coach, hanging from the sides, or leaning out of windows. Characters inside the coach, or not visible through a window, cannot be hit by non-targeted shots. However, if the firer/spellcaster spends an extra round aiming, specific horses or parts of the coach can be hit in the normal way for individuals within a group.

If a leading horse of a team is killed, the coach immediately comes to a halt, turning over unless the driver makes a successful Risk test. In the event of a crash, all the occupants suffer D6 wounds, modified by Toughness only. Characters on the outside are thrown D4 yards clear, but suffer no extra damage.

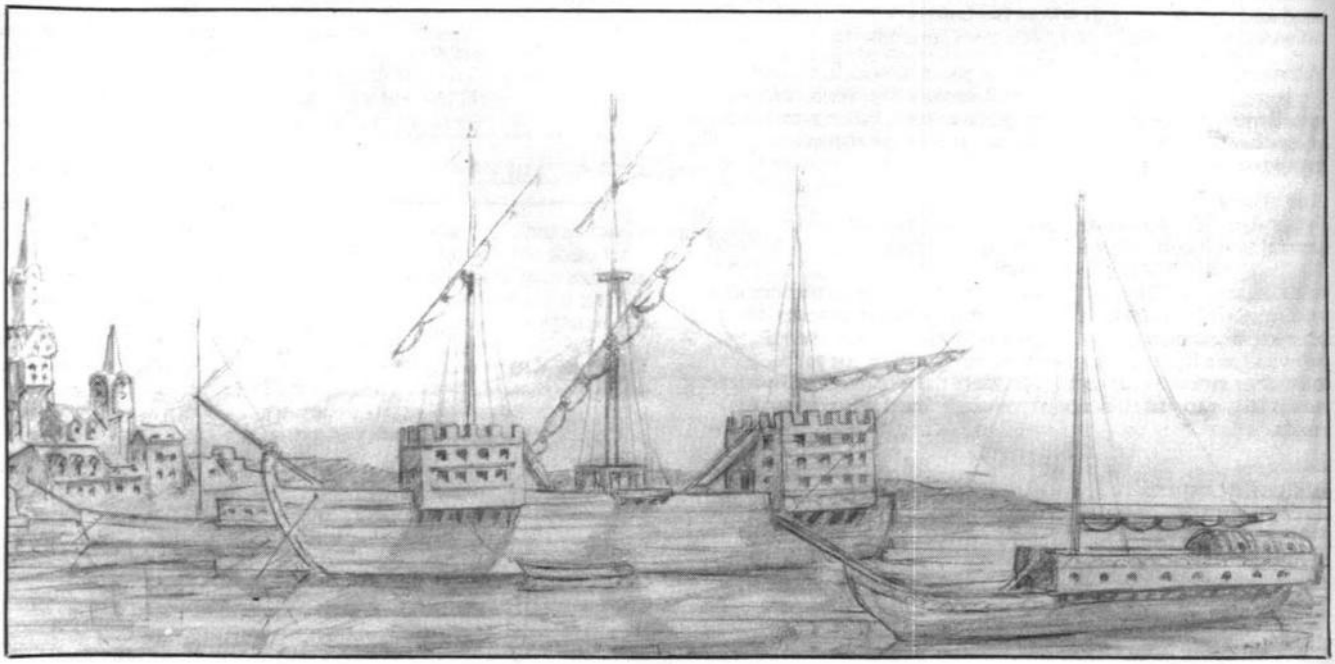
If a horse in the second pair is killed, the coach is slowed to half speed until the body is cut free. This may be accomplished on a roll of 4-6 on 1D6, by a character balanced on one or other of the horses (standard *Risk* tests apply). If both the second pair of horses are slain, the coach comes to a halt in the same way as if a leading horse had been killed.

A coach wheel can take 10 wounds before collapsing. This damage does *not* count against the coach as a whole. However, once a wheel has been lost, the coach will come to a halt, with the same possibility of turning over as if a leading horse had been killed (see above).

Boats: All boats are constructed from heavy planking, with lighter wood and canvas used for decking and shelter etc. The commonest river boat is about 12-15 yards long and is very broad in the beam. Power comes from a single rigged sail, although boats may often be towed by heavy horses over considerable distances. Construction times vary, depending on the size of the boat: a row boat takes D10 + 10 days, a river barge takes D4 + 3 months (assuming that materials and skills are readily available).

A row boat needs only one oarsman, but usually has oars and space for two. River boats have a crew of D6 + 4, one of whom is the helmsman, the others being deckhands, stevedores, oarsmen, and so on. A row boat can carry a maximum of 6 people (including rowers), while a river boat could accommodate as many as 40 (including crew), provided that no cargo is carried (see below).

Space for baggage and equipment is severely limited in rowing boats, and a choice must be made between passengers and their gear. If 6 people are to be carried, there will be no room for any cargo other than small personal belongings, but for every person



under the 6, cargo of volume and weight equal to 1 person may be carried. In river boats, cargo space is provided in a forward hold, while the space behind the mast is used for living space, stowage, shelter or additional cargo. Maximum capacity is 45,000 encumbrance points, but this should be reduced if a full complement of passengers and crew is being carried. A small awning serves to protect cargo from inclement weather.

A rowing boat has M 3, T 4, and W 5.

A river boat has M 3, T 5, and W 50.

A boat and its crew count as a single target for missile fire and magic. To determine the location of any hit on a boat, roll D100 and consult the following table:

Dice Roll	Rowing Boat	River Boat
1-3	Exposed crew member	Exposed crew member
4-5	Exposed crew member	Cargo/otherwise hull
6-7	Cargo/otherwise hull	Hull
8-10	Hull	Hull

Exposed crew covers all targets not actually sheltering in a deck hut on a river boat, and should be selected at random by the GM. Characters inside a deck hut cannot be hit by a non-targeted shot. The term 'Hull' includes all parts of the ship's superstructure, where any is present, such as the mast, any deck huts and the steering oars of a river boat.

Specific parts of the boat, including crew members and cargo, can be shot at in the normal way for individuals within a group. This means that the firer/spellcaster must spend an extra round "aiming", and that the target must be at least partially visible.

Once a boat has suffered damage equal to 80% of its Wounds (ie, 4 points for a rowing boat, and 40 for a river boat), it will sink. Crew and passengers must either swim or drown (see **GMs Section** - *Swimming*).

•LANGUAGES IN THE OLD WORLD•

Most inhabitants of the Old World speak the common tongue known as Old Worlder. However, the accent of the speaker, and the idioms used vary from country to country; these variations are known as dialects. In addition, each race has its own language, and there are also a number of arcane and secret languages, which are discussed seperately.

An individual can converse with any other individual who speaks the same language. Dialects can be understood by general language speakers, so long as the dialect speaker *intends* to be understood. A dialect speaker can always lapse into dialect, and then can only be understood by a fellow dialect speaker.

•LEARNING LANGUAGES•

Characters may learn additional languages during the course of their lives - provided they have a native speaker as a teacher. The time required is equal to 12 months, minus 1 month for every *full* 10% of Intelligence. At the end of this period, the GM should make an Intelligence check for each character - success means that the character is now reasonably proficient in the language (but may still encounter the occasional unknown word or phrase for the next 12 months); failure means that the character cannot grasp the fundamental principles of the language concerned (the odd word may be understood, but all sorts of misunderstandings are likely to occur if the character attempts to use the language in conversation with a native speaker).

Additional dialects may be learnt in the same way, but a successful Intelligence test means the character is now fully fluent in the dialect.

•LANGUAGE SUMMARY•

The following table lists the languages of the Old World - and associated dialects of those languages - showing where they are spoken and by what race.

Race	Language	Dialect	Native to
Human	Old Worlder	Albion	Albion
		Breton	Bretonnia
		Estalian	Estalia
		Tilean	Tilea
		Reikspiel	Empire/ Wasteland
		Slavic	Kislev
Dwarf	Khazalid		Dwarfs
	Old Worlder	Dwarven	Dwarfs
Elf	Elthárin	Tar-Elthárin	High/Sea Elves
		Fan-Elthárin	Wood Elves
	Old Worlder	Wood Elvish	Wood Elves
Halfling	Old Worlder	Halfling	Halflings
Beastmen	Dark Tongue		Chaos Beastmen
Warriors of Chaos	Dark Tongue		Warriors of Chaos
Gnome	Khazalid (Dwarfish)	Gnomish	Gnomes
Goblinoids	Goblin Tongue	Gházhakh	Goblins
		Hargházhakh	Hobgoblins
		Orrakh	Orcs
		Snotgob	Snotlings
Lizardman	Ssissyl'k (Lizardman)		Lizardmen
Ogre	Grumbarth (Ogrish)		Ogres
Skaven	Queekish		Skaven
Treeman	Malla-room-ba-lárin (Treeman) Elthárin (Elvish) Old Worlder (25% chance)		Treemen
Troglodyte	Ssissyl'k (Lizardman)	Ss'kyzz'l'k	Troglodytes
Troll	Orgvar (Trollish)		Trolls

•SECRET AND ARCANE LANGUAGES•

There are five so-called secret languages which may be known by broad sections of the populace - depending on the individual's Career Class. These are generally used for specialist communication purposes only, and are taught strictly on a need-to-know basis.

Battle Tongue: used by Warriors, mostly for giving orders during battle.
Classical Old Worlder: used by Academics, and found in many ancient documents.
Rangers Tongue: used by Rangers, mostly concerned with woodcraft etc.

Thieves Tongue: used by Rogues, mostly by way of a code (i.e. the speaker says one thing while appearing to say something else).
Guilder: used by members of trade and craft Guilds, only in Guild rituals or when a member wishes to introduce themself to another member of the same Guild. Each Guild has its own variant, generally a mixture of **Classical Old Worlder** (see above) and jargon relating to the Guild trade or craft.

For a full description see *Skills - Secret Language.*

There are six arcane languages, used *only* for magic - never for the purposes of mundane communication.

Arcane Dwarf: extremely rare - known only to a handful of Dwarf magicians.
Arcane Elf: used only in the Elven Kingdoms, and then only by Elf magicians.
Demonic: the language of Demons; also used by Demonologists.
Druidic: extremely rare and ancient tongue, known only by Druidic Priests.
Magick: subdivided into Elemental Magick, Illusionist Magick, Necromantic Magick, and Wizardry. These, together with the Demonic tongue, are used by specialist Wizards (see the **Magic Section**).
Old Slann: the oldest and rarest of the Arcane Languages, originally used by the amphibious race who played such a large part in the shaping of the Known World (see *History of the World*).

For further details of these see *Skills - Arcane Language.*

•THE CONSUMER GUIDE•

The following sections deal with all matters financial. Money is bound to figure in all your games, but you should not allow it to dominate proceedings in great detail. If money is tight, then you will want to keep a close track of what the players' characters are spending, but when the characters are wealthy, there is little point in making players keep accounts to the very last penny.

•COINAGE•

Money in the Old World is based upon three kinds of coin - the Gold Crown, the Silver Shilling and the base metal Penny - usually made of bronze, copper or brass. Each coin weighs approximately an ounce, and its value is determined by its weight. Every city - and many smaller towns - issue their own coinage, which is readily and universally accepted throughout the Old World (although coinage from smaller towns might only be readily accepted in its local area). Unusual town coinage will always be greeted with suspicion, which makes it unprofitable to forge. Although the coinage is varied in its origins, weight is a fairly reliable determination of a coin's value.

1 Gold Crown = 20 Silver Shillings = 240 Brass Pennies
1 Silver Shilling = 12 Brass Pennies

This is usually written as:

1 GC = 20/- = 240d.

A sum of money involving different coinage types is written as:

1 GC 12/6 - One crown, twelve shillings and sixpence
6/- - Six shillings only
12 GC 5/- - Twelve crowns and five shillings
3d - Three pence only

•GOODS AND SERVICES•

The Consumer Guide provides the GM with a list of goods and services, their typical costs and their general availability. It is intended as an aid, not as a set of immutable rules - so feel free to change elements to suit individual scenarios. For instance, if your game is set in a mining community, it would be foolish for you to determine that the player characters cannot not buy a pick-axe...

The guide is divided into various categories of goods and services, these are:

Subsistence
Clothing
Armour
Weapons
Miscellaneous (carrying equipment, household items, tools, etc)
Transport
Dwellings
Medical Attention

All goods have a price and a encumberance (where applicable) listed for them, and are rated by their general availability:

Very Rare - Rare - Scarce - Average - Common - Plentiful.

To use the guide, first look up the good or service the player character wishes to buy, and make a note of its general availability. Then read across the table below and find the column matching the the population size of the community (populations may be determined by the dictates of your campaign, or according to the rules given in *Settlement Patterns in the Old World*). This will give a percentage chance for the good or service to be available locally. If the test is a failure, the commodity or service is not available, and will not be so, until at least a week of game time has passed, when a further check may be made.

	Population			
	Below 100	Below 1000	Below 10,000	10,000+
Very Rare	1%	5%	10%	25%
Rare	3%	7%	15%	30%
Scarce	5%	10%	25%	40%
Average	10%	20%	35%	55%
Common	20%	35%	50%	80%
Plentiful	35%	60%	70%	100%

Once you have determined that a specific item or service is available in a given place, there is no need to check again to obtain further supplies. You may, however, want to draw the line at a reasonable point. For example, there is going to come a point where a player who has already bought six breastplates is going to have cleaned out a small village of that particular item ...

•SUBSISTENCE•

	Cost	Encum	Avail
Food per Day (bought prepared)	3/- to 7/-*	10	Plentiful
Iron rations (1 week)	3 GCs	50	Common
Ale (pint)	9d	2	Plentiful
House Wine (bottle)	4/-	5	Common
Good Wine (bottle)	25/-	5	Average
Spirit (bottle)	10/-	5	Average
Inn Common Room/night	2/- 3/- with bed	-	Plentiful
Separate Room (sleeps 4)	30/-	-	Common
Stabling/horse/night	1/6	-	Plentiful
Fodder/horse/day	7/6	50	Plentiful

** 3/- is the minimum required to remain healthy, but any character who has the money **must** spend 7/- per day on food, or as much as is available up to 7/-. Even 7/- per day is hardly riotous living, and player characters may be required to spend considerably more in order to maintain their social standing.*

•CLOTHING•

The prices given below are for clothes of average quality only. When purchasing clothes of better or worse quality the following modifiers should be applied to the cost, and the encumbrance should also be adjusted if necessary (an elaborate ball gown, is *not* going to be easy to carry!).

Best Quality	x10
Good Quality	x3
Poor Quality	Divide by 2

	Cost	Encum	Avail
Belt	10/-	1	Plentiful
Breeches	2 GCs	4	Plentiful
Clerical Robes	13 GCs	20	Average
Cloak	5 GCs	10	Plentiful
Dress	7 GCs	6	Plentiful
Handkerchief (silk)	4 GCs	-	Common
Hat (wide-brimmed, etc)	5 GCs	5	Plentiful
Hat (simple cap)	10/-	1	Plentiful
Hood/Mask	25/-	2	Common
Jacket Doublet	6 GCs	4	Plentiful
Leather Boots	9 GCs	10	Common
Leather Shoes	6 GCs	5	Plentiful
Overcoat	10 GCs	15	Plentiful
Riding Boots (+ Spurs)	12 GCs	12	Average
Scarf/Neckerchief	6/-	-	Plentiful
Shirt	2 GCs	2	Plentiful
Smock	50/-	3	Plentiful
Tunic	5 GCs	4	Plentiful

Clothes do not count towards personal encumbrance when worn, but if carried in a backpack or sack they have the listed encumbrance.

· ARMOUR ·

	Cost	Encum	Avail
Leather Coif	6GCs	10	Common
Leather Jacket	17GCs	50	Common
Leather Jerkin	12GCs	40	Common
Mail Shirt	80GCs	60	Average
Mail Coat	115GCs	80	Average
Sleeved Mail Shirt	95GCs	80	Average
Sleeved Mail Coat	130GCs	100	Average
Mail Coif	25GCs	30	Average
Mail Leggings	55GCs/pair	60	Scarce
Mail Sleeve	20GCs/pair	40	Rare
Breast Plate	70GCs	75	Scarce
Back Plate	50GCs	75	Scarce
Cuisse & Greaves (leggings)	70GCs/pair	60	Scarce
Vambrace (sleeves)	60GCs/pair	30	Scarce
Gauntlets	30GCs/pair	10	Scarce
Knight's Helm	20+1D10GCs	40	Scarce
Pot Helmet*	2GCs	30	Common
Shield	2D8+2GCs	50	Common
Unrimmed Shield (lasts 1 adventure)	10/-	50	Plentiful

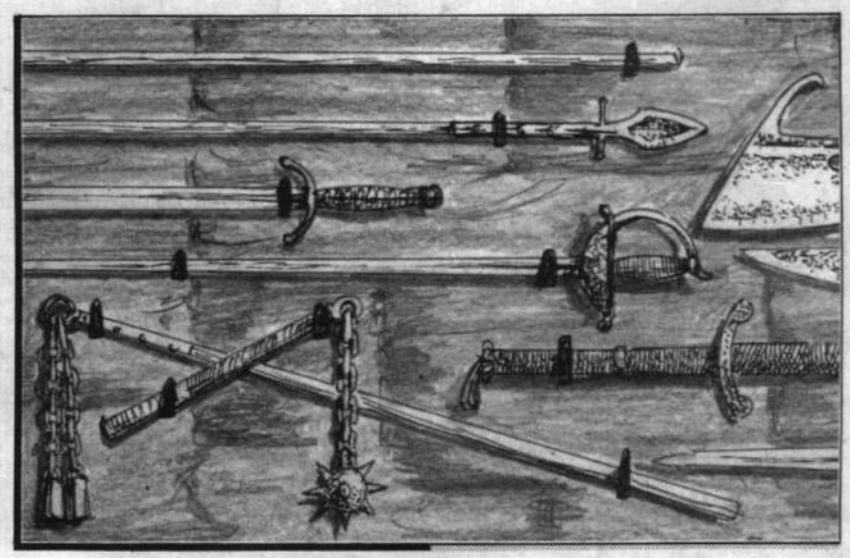
** Bestows no armour bonus if worn over mail coif.*

· WEAPONS ·

Melee Weapons	Cost	Encum	Avail
Buckler	2GCs	10	Average
Cutlass	14GCs	50	Scarce
Dagger/Knife	3GCs	10	Common
Flail	10GCs	60	Scarce
Foil	18GCs	40	Scarce
Garotte	1GC	1	Rare
Halberd	8GCs	175	Common
Hand-and-a-half Sword	20GCs	100	Common
Hand Axe	6GCs	50	Common
Horseman's Axe	7GCs	75	Scarce
Hook	1GC	1	Average
Knuckle Duster	1GC	1	Common
Lance	50/-	100	Rare
Mace	7GCs	50	Common
Military Pick	9GCs	60	Rare
Morning Star	14GCs	125	Rare
Net	30/-	30	Rare
Quarter Staff	3/-	50	Plentiful
Rapier	20GCs	40	Scarce
Scabbard	1-10GCs	20	Common
Spear	35/-	50	Common
Sword	14GCs	60	Common
Sword-Breaker	5GCs	40	Scarce
Two-handed Axe	12GCs	75	Average
Two-handed Flail	20GCs	120	Rare
Two-handed Mace	15GCs	100	Scarce
Two-handed Sword	35GCs	250	Average
Two-handed Warhammer	15GCs	200	Rare
Warhammer	8GCs	75	Scarce
Whip	15/-	30	Average
Wooden Club	2/-	40	Plentiful

Missile Weapons	Cost	Encum	Avail
Arrows (5)	30/-	10	Common
Blow Pipe	10GCs	15	Very Rare
Bolas	7/-	20	Scarce
Crossbow	16GCs	120	Average
Crossbow Bolts (5)	2GCs	10	Average
Crossbow Pistol	10GCs	25	Rare
Dart	2GCs	10	Scarce
Elf Bow	30GCs	100	Very Rare
Javelin	25/-	30	Average
Lasso	1GC	10	Plentiful
Long Bow	15GCs	90	Average
Normal Bow	11GCs	80	Common
Quiver for 30 arrows	15/-	15	Common
Repeating Crossbow	100GCs	150	Very Rare
Short Bow	7GCs	75	Common
Sling	2/-	10	Common
Spear	35/-	50	Common
Staff Sling	6/-	30	Rare
Throwing Axe	5GCs	40	Average
Throwing Knife	4GCs	10	Average
Warhammer	8GCs	75	Scarce

Fire Arms	Cost	Encum	Avail
Blunderbuss	75GCs	50	Very Rare
Bomb	75GCs	20	Very Rare
Firearm Balls	1GC per 10	10 per 10	Scarce
Gunpowder	5GC per shot	1 per shot	Rare
Pistol	150GCs	25	Very Rare



•MISCELLANEOUS ITEMS•

Carrying Equipment

	Cost	Encum	Avail
Backpack (holds 250)	30/-	20	Plentiful
Flask Leather (pint)	15/-	5	Average
Flask Metal (pint)	50/-	15	Scarce
Leather tube case	1 GC	2	Scarce
Pouch	5/-	1	Plentiful
Purse (100 coins)	2/-	1	Plentiful
Sack (holds 200)	16/-	7	Plentiful
Saddlebag (holds 150)	2 GCs	5	Average
Slingbag (holds 200)	6/-	5	Plentiful
Water Skin (gallon)	8/-	1 (100 full)	Plentiful

Household Items and Personal Equipment

	Cost	Encum	Avail
Blanket	2 GCs	10	Plentiful
Clothes pegs (dozen)	2/-	2	Common
Cooking Pot	1 GC	20	Plentiful
Cutlery set for 1 (wood)	5/-	2	Plentiful
Cutlery set for 1 (metal)	3 GCs	4	Common
Cutlery set for 1 (silver)	15 GCs	3	Scarce
Dice (bone - pair)	6/-	-	Plentiful
Jug (Earthenware)	3/6	10	Plentiful
Kettle (holds a pint)	30/-	10	Plentiful
Kindling/Firewood (bundle)	2/-	5	Plentiful
Mattress (flock)	8 GCs	400	Average
Mattress (feather)	12 GCs	350	Scarce
Pack of cards	1 GC	1	Plentiful
Tankard (Pewter)	1 GC	5	Plentiful
Tinderbox	30/-	5	Plentiful

Illumination

	Cost	Encum	Avail
Candle (tallow: 3-hr burn - dozen)	6/-	5	Plentiful
Candle (wax: 4-hr burn - dozen)	36/-	5	Average
Fuel oil (pint)	8/-	5	Plentiful
Lamp (pot)	5/-	20	Plentiful
Lantern	12 GCs	20	Average
Lantern-Storm	20 GCs	30	Scarce
Torch	1/-	5	Plentiful

Musical Instruments

	Cost	Encum	Avail
Coach Horn	10 GCs	30	Average
Drum	30/-	50	Average
Flute	20 GCs	10	Rare
Harp (small)	20 GCs	50	Rare
Harpsichord	250 GCs	1200	Rare
Lute	80 GCs	30	Scarce
Mandolin	23 GCs	15	Scarce
Mouth Harp	8/-	1	Average
Recorder	3 GCs	5	Average
Tambourine	1 GC	5	Average
Viol	25 GCs	30	Average

Tools

	Cost	Encum	Avail
Artisan's Trade Tools (set)	50 GCs	40	Rare
Base Metal Ingot (2lb)	26/-	20	Average
Coin Die (pair of blanks)	10 GCs	5	Rare
Chain (yard)	30/-	50	Average
Crowbar	5 GCs	20	Average
Fish Hook and Line	3/-	2	Common
Grappling Hook	4 GCs	20	Average
Iron Spike (c 12ins)	10/-	5	Common
Engraving Tools	50 GCs	20	Rare
Lock Pick Tools	10 GCs	20	Average
Magnifying Glass	75 GCs	5	Very Rare
Manacles (pair)	5 GCs	20	Average
Man Trap	8 GCs	100	Average
Medical Instruments	50 GCs	50	Rare
Metal-working Tools (excluding forge and bellows)	50 GCs	100	Rare
Navigator's Tools	50 GCs	20	Rare
Navigational Charts (printed)	25 GCs	5	Rare
Pole (yard)	1/6	10	Plentiful
Rope (yard)	5/-	10	Average
Saw	7 GCs	10	Common
Snare (Wire)	1 GC	5	Common
Spade (Iron Edge)	25/-	20	Common
Wooden Wedge	8d	2	Plentiful

Reading and Writing

	Cost	Encum	Avail
Book (illuminated)	350 GCs	50	Rare
Book (printed)	40 GCs	35	Scarce
Writing Equipment	10 GCs	5	Average

•TRANSPORT•

Vehicles

	Cost	Encum	Avail
Cart	(1D6 x 10) + 40 GCs	-	Common
Coach	1000 GCs	-	Rare
River Boat	600 GCs	-	Rare
Rowing Boat	(1D6 x 10) + 60 GCs	900	Average
Wagon	(1D8 x 10) + 60 GCs	-	Common

Riding Animals

	Cost	Encum	Avail
Destrier	960 - 4750 GCs	-	Plentiful
Light Warhorse	575 - 1150 GCs	-	Scarce
Riding Horse	60 - 480 GCs	-	Common

Livestock

	Cost	Encum	Avail
Cart Horse	50 - 75 GCs	-	Plentiful
Chicken	1/-	-	Plentiful
Cow	40 - 60 GCs	-	Plentiful

Livestock	Cost	Encum	Avail
Dog	D6 GCs	-	Plentiful
Goat	40/- - 50/-	-	Plentiful
Hawk	40 - 70 GCs	-	Rare
Ox	60 - 80 GCs	-	Plentiful
Pack Horse	30 - 60 GCs	-	Plentiful
Pig	80/- - 90/-	-	Plentiful
Sheep	54/- - 62/-	-	Plentiful

•TRAVEL COSTS•

Per 10 miles of journey	Cost	Encum	Avail
Cart/Wagon	15/-	-	Plentiful
Cart 2 horse (per day)	3 GCs	-	Plentiful
Coach (per day)	7 GCs	-	Average
River Boat	5/-	-	Plentiful
Wagon, 3 horse (per day)	4 GCs	-	Common

•DWELLINGS•

	Cost	Encum	Avail
Rural Hovel	90 GCs	-	Common
Rural House	270 GCs	-	Common
Urban House	450 GCs	-	Common
Urban House (well-to-do)	1500 GCs	-	Average
Urban House (wealthy)	2400 GCs	-	Scarce
Opulent House + large gdn	4800 GCs	-	Rare
Rich Noble's Town house with court	21,600 GCs	-	Rare
Small Palace	30,000 GCs	-	Very Rare

•MEDICAL ATTENTION•

	Cost	Encum	Avail
Per visit	3 GCs	-	Common

•CURRENCY FORGERY•

In order to produce counterfeit coins, characters need coin dies from which to mint them. Real coin dies are very hard to get hold of, but the currency of the Old World is so varied that characters can get away with making their own. If it looks like a credible and respected coinage, so much the better. All of the mapped cities issue their own coins, all of which are universally acceptable. Smaller settlements do issue coins, but they are not always accepted and are often viewed with suspicion outside of their town of origin.

In order to make a die set a character must have the Artist skill. Making a die set takes approximately a week.

Minting coins from a die is relatively easy, but producing a credible metal from at least 25% gold and base metal requires the use of Numismatics and Chemistry or Metallurgy skills. A small workshop and furnace are also needed, but nothing so elaborate as a smithy.

Two pounds and eight ounces of base metal added to 10 ounces of gold (10 gold crowns) will produce 50 coins with a face value of 50 crowns. It takes a whole day for two persons to mint 50 coins. A character working alone cannot successfully strike the coins, so any coins produced by one individual will be immediately recognisable as forgeries.

Passing dud coins requires a successful *Bluff* test. Chances of success decrease by 5 for every day after the first transaction. Transactions over 10 coins decrease the bluff chance by -1% for each additional coin. So an attempt to pass 23 GCs has a -13% modifier for the *Bluff* test. A failed bluff indicates that the counterfeit is spotted, and the character will be challenged. The penalty for passing dud coins is indefinite incarceration.

•HIRING CHARACTERS•

Sooner or later, most player characters find the need to hire an NPC specialist. It may be because they require a skill not possessed by a party member, or because a forthcoming expedition requires extra swordarms, or simply because they have more money than they know what to do with and have decided to hire a valet, jester, or general dogsbody. Hirelings fall into two general categories - skilled and unskilled.

Unskilled Hirelings: Unskilled hirelings are often sought to perform menial tasks such as carrying bags, digging ditches, etc. Unskilled hirelings are spread throughout the broad categories already discussed under *Standard Tests - Employment* (ie, Artisans, Entertainers, Labourers, or Servants), they may have completed more than one career but often they are still in their basic career. However, the players' prime concern when hiring non-skilled NPCs is their basic profile and their personality. Such NPCs need not be generated in any detail, and their wages, on average will be as follows:

			Avail
Artisan:	10/- day	60/- week	Common
Entertainer:	5/- day	30/- week	Common
Labourer:	7/- day	42/- week	Common
Servant:	6d day	3/- week	Common

Note: Entertainers would normally expect to earn additional money from tips. Servants would have board and lodging provided.

These are also the rates of pay that a player character could expect to earn (see *Standard Tests - Employment*).

Some labouring jobs will also include bed and board, but this is usually deducted from the wages paid. In agrarian communities, it is usual to pay part of a character's wages in kind - as farm products (eggs, cheese, milk, cider etc).

Skilled Hirelings: Skilled hirelings are usually sought to provide a skill that characters lack, or to provide extra muscle on an adventure. Skilled hirelings have completed more than one career, and are both harder to find and more expensive to hire than unskilled ones. When hiring these NPCs, it is their skills and career-related knowledge that interest the player characters. The average rate of pay, and the availability of such characters varies according to the number of careers they have completed.

Basic Wage Levels For Skilled Hirelings

Careers	Cost Per Day	Share*	Avail
1	GC20	-	Common
2	GC30	½	Average
3	GC45	¾	Average
4	GC70	1	Scarce
5	GC100	1	Rare
6	GC150	1	Very Rare
more than 6	+GC50 per career	1	Very rare

* *Payable only to hirelings who fight side-by-side with the PCs on an adventure.*

NPCs will usually hire themselves out at the rate given for their total number of careers, even if the hirers do not require all of those careers. Multi-career characters are, after all, quite powerful, and probably have better things to do than hire themselves out at discount rates. Cash is payable either on a weekly basis or at the completion of the adventure. However, most NPCs expect an advance equivalent to a week's wages when they first hire on, especially if they need to buy special equipment. NPCs **always** make arrangements for cash to pass into the hands of relatives, tomb builders or other beneficiaries. Such arrangements are made via the law, or through another organisation, and are enforced by the full power of such organisations.

The Share is a payment in addition to the NPC's wage, to be made when the surviving adventurers divide up the treasure at the completion of the adventure. The number given represents the proportion of a single equal share. All booty, treasure, magical items and other loot is subject to division, unless the players arrange otherwise when hiring the NPC. If the NPCs' share is to exclude specific items, then they will expect a cash value instead, payable at the completion of the adventure. Shares are not payable in the event of the NPC's death. The payment of shares, of course only applies to hirelings who actually go on adventures with the player characters - an alchemist who stays in a laboraory trying to transmute lead into gold does not receive shares.

A one career character may be prepared to join a party in return for an equal share of booty rather than wages. If the total number of careers of all the players is over 10, then the hireling may be prepared to join a party for a ½ share; if over 20, for a ¼ share.

•GENERATING HIRELINGS•

The generation of hirelings is undertaken in the same way as for all NPCs, as discussed in the **Gamesmaster's Section**. It is suggested that the GM keeps a stock of NPCs ready to apply for any adventuring post offered by the players. In the case of unskilled hirelings, it is far more convenient to assume that they have average creature characteristics for their race.

THE OLDENHALLER CONTRACT

SECTION

8

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Ending the Adventure

This scenario has been designed as an introduction to **Warhammer Fantasy Roleplay**, and can be played by a group of people who have never taken part in a role-playing game before. One of the group should be chosen as the **Gamesmaster** (GM). The GM must have read the adventure through at least once, and should be reasonably familiar with the rules before play can start. There is no need to read and learn everything in the book, we've included notes and examples to help you as you go along, and you will soon get to know your way around the book.

Although **The Oldenhaller Contract** has been designed with beginners in mind, experienced role-players will also find it interesting and useful as an introduction to the rules - and hopefully fun to play as well!

•THE CHARACTERS•

Four pre-generated characters are included at the end of the scenario. We recommend that you use these characters, since you will be able to begin playing almost straight away without spending time creating characters from scratch. Or, you can use characters you have generated yourself, if you prefer. The adventure is designed for four characters, but more or less may be used if desired.

•FORMAT•

The first part of the scenario deals with the player characters' arrival in the city of Nuln and the eventful 24 hours which follow. It is split up into *Episodes*. The second part details the thieves' den known as the Asylum; it is divided into four main areas, each one presented as a series of *Rooms*.

The descriptions of Episodes and Rooms normally begin with a boxed passage, which can be read aloud to the players; this passage represents the immediate view characters would have of the location on their first visit. Next there is a section of information which is for the GM only, including tips on how to run the various encounters and examples of the rules to help the novice GM in running the adventure.

At the end of each Episode is an **Exits** section, containing instructions on how the characters' actions will lead them on to the next part of the story. In the second part of the adventure, the GM should refer to the maps - the rooms are numbered - and the GM should use the appropriate section of the text whenever the characters move from one room to another. If the characters move from room 3 to room 5, the GM turns to the text for room 5.

The adventure - the first part especially - has been written with inexperienced players in mind. Experienced GMs may change or ignore details as they see fit, to give their players greater freedom of action.

•PREPARATION•

To prepare for the adventure, we recommend you make copies of each of the character record sheets - one for the GM and one for each player. If the GM has copies of the character sheets - or at least a list of each character's characteristics and skills - it will speed up play considerably. The GM should also read through the first few topics in the **Gamesmaster's Section**, to become familiar with the GM's role in the game. It may also prove useful to draw up a full scale (1 inch = 2 yards) plan of the Huydermans portion of the Asylum, and to have materials ready for making up improvised scenes of battle (see *Combat - The Scene of Battle*). You will also need the following:

Dice - Two or more each of D4, D6 and D10.

Models or counters to represent the character and non-character characters.

A ruler marked in inches.

Several sheets of plain white or graph paper.

A selection of pencils, ball-point and felt-tipped pens.

•EPISODE 1: SO... THIS IS NULN•

Having made the decision to become adventurers, the player characters are faced with the immediate problem of finding some adventure worth pursuing. There isn't much anyone can do except head for the nearest city, and start looking for the right connections. And the streets of the cities are paved with gold, right?

This scenario assumes that the pre-generated characters are being used, in which case they are brand-new adventurers from the Upper Reik area, and all any of them knows about adventuring is that everyone they have ever heard of who has left the pastoral life behind to seek their fortune did so by setting off to the city of Nuln. Therefore, the adventure begins on the river boat, approaching the city. If the players have generated their own characters it would be advisable if they were from the same part of the Empire, although certain characters with obviously urban backgrounds could actually start the game in the city.

After what seems like months, your boat reaches Nuln. You are all frozen and soaked through. It is probably true to say that you all bitterly regret buying a cheap deck-class passage on an aging riverboat; it doesn't seem a particularly heroic way to start your lives as adventurers. During the course of the journey, you have got to know each other, and become friends of a sort, united by the common desire to escape the grinding tedium of everyday life.

The pilot brings the boat alongside a jetty. Crewmen throw ropes to waiting dockers, the ropes are lashed round massive wooden uprights and the boat is pulled onto the jetty with a slight bump. The gangplank is lowered, and timber cranes swing across the decks to unload the cargo. The customs formalities drag on and on, and it is nearly midnight by the time you are allowed ashore.

You try the Inns along the waterfront, but they are all full. Tired and groggy, you begin to despair of ever finding a bed for the night. Things seem to be looking up when you meet a man in a tavern who introduces himself as Grolsch Van Eyke. He speaks with a distinctive Wastelander accent, and seems to take pity on you when he hears that you are newly arrived in Nuln. He warns you that it is extremely unwise to be wandering about the city at this hour, and says:

'Giz'za couple of shillings and I'll get you a nice warm room somewhere dry and clean'.

If you prefer, you can play through the river journey, giving the players more of a chance to get used to their new characters. A good argument with the customs officials would allow your players to get into their roles. The meeting with Van Eyke is the first detailed episode of this adventure.

Grolsch Van Eyke is an assumed name. The man the characters have met is a small-time Thief, a Pickpocket who is in league with a gang of Footpads, and he is trying to lead the players into an ambush.

Playing the Pickpocket's role, the gamesmaster should try to persuade the players to accept the offer. If the characters are obviously suspicious of Grolsch and

decide not to take him up on his offer, he eventually loses interest and returns to the Inn.

Exits: If the players accept Grolsch's offer he leads them to *Episode 2*.

If they don't want his help, the GM should allow the characters to wander the streets of Nuln for a while, before they find the Reaver's Return, which leads them to *Episode 3*.

•EPISODE 2: AMBUSH!•

Grolsch leads you down dark, winding alleys and through streets littered with rotting vegetables and stinking debris. At last, he reaches a door.

'Here we are,' he says. Then, quick as a flash, he pulls the door open, leaps inside and throws the bolt behind him. Suddenly, you become aware that you are not alone.

'Right,' growls a voice from the shadows behind you, 'Just drop your weapons and your purses and walk away, and there won't be no trouble.'

You turn round and see four bulky figures converging on you from the darkness.

If the player characters get nervous about where Grolsch is leading them, he will try to be charming and explain that he is using short-cuts that he knows will save time. If the players want their characters to turn back, the GM should explain just how unlikely it is that they will find their way back to the harbour in darkness.

There are four Footpads waiting in the ambush Grolsch has lead the characters into - their positions are marked on *Map 1*. This kind of robbery abounds in Nuln, and there are plenty of potential victims, so if the players cause any serious problems, the Footpads will break off their attack and disappear back into the shadows. The timing of this is left to the GM, but we suggest individual Footpads should flee as soon as they suffer a total of 5 Wounds.

FOOTPADS

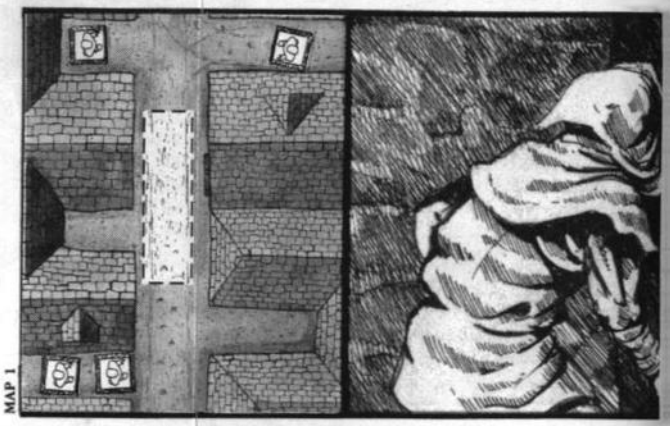
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	5	30	1	29	29	29	29	29	29

Skills	Trappings
Silent Move Rural	Club
Silent Move Urban	Hood
Strike to Stun	Leather Jack

If the characters give in, one of the Footpads will move in and take their weapons and purses, otherwise the Footpads are ready for trouble. You should refer to the **Combat Section** when playing this encounter.

The Footpads have moved into the positions shown on the map; start the next round immediately. If you are using the pre-generated characters, note that Bianca, Mellory and Soho have higher Initiative scores than the Footpads, so they take their actions first. They have time to draw weapons and adopt a fighting stance before the Footpads attack.

The Footpads will charge. The procedure for hand-to-hand combat is given in the **Combat Section**, but a summary is given here. Attacking characters roll a D100 - if the result is equal to the character's Weapon Skill or less, the blow hits, otherwise it has no effect. The Footpads will be charging, so they add 10 to their Weapon Skill in the first round only. When a blow hits, reverse the numbers on the dice (eg, 23 becomes 32) to see where the blow lands. For damage, roll a D6; add the attacker's



MAP 1

Strength and deduct the target's Toughness. If the victim is wearing armour on the place where the blow lands, subtract the value of the armour from the number of Wound points caused.

Exits: If the characters beat the Footpads off, they will be unable to pursue them for more than a few yards before their greater knowledge of the back-alleys helps them shake the characters off. The GM could now allow the characters to find their way to Episode 3. Alternatively, if they have littered the ground with a body or four, they might become involved with the Town Watch, or the Thieves' Guild, particularly if they hang around too long. These optional episodes are not detailed, but you could invent them if you wish.

If the characters give in, or are overcome by the Footpads, they lose their weapons and money and are left in the alley. The players will probably be at a loss for what to do next, but you can take them to *Episode 11* if they have no alternative plans.

•EPISODE 3: THE REAVER'S RETURN•

After roaming the streets for an hour or more, and finding any number of inns with no accommodation, you walk down a dark, dingy lane and see a tattered sign swinging in the wind. It reads 'The Reaver's Return'. There is no sound from inside the inn, but a weak light shows through a grimy ground floor window. The place looks even grubbier than the others you have tried - if that's possible - but you are desperate.

At this point, one of the characters will, no doubt, try to open the door. It is stuck fast, and won't budge. However, a voice will call from inside:

'Shove it!' There is a pause of about a second, and then the voice calls again:

'The door, dum dum, just give it a good hard shove!'

The only way to open the door is for a character to push with all his/her might. A character who tries to open the door must make a *Strength* test by rolling a D100. If the result is more than ten times the character's Strength, the door will not open. If the result is equal to or less than the character's Strength times ten, the door will suddenly give way. For example, Mellory has a Strength of 3, so his player nees to roll 30 or less in order to open the door.

If the party steps into the inn through the wreckage, the white-haired, wrinkled, old publican looks up from the bar and frowns.

'You'll have to pay for that, you know,' he says.

RUDOLF GRASSER - Innkeeper

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	5	30	1	29	29	29	29	29	29

Skills
Palm Object
Read/Write

Trappings
Dagger tucked in belt

This is a good opportunity for Bargaining. Grasser wants 6 Gold Crowns for the door. If the characters ask about rooms for the night, he will ask for 1 Gold Crown per person. One of the characters can try to talk him down. The player rolls a D100; if the result is more than the character's Fellowship score, the test is failed and the price stays the same. If the result is equal to or less than the character's Fellowship, the test is passed, the price is reduced by 10%, or more if the roll is a particularly good one. For example, Bianca (Fel 43) decides the price is too high. Her player rolls a D100 and scores 37, so the test is successful, and the price is reduced by 10%. Since Grasser is being ridiculous about the door, the GM might allow a positive modifier for the Bargain test, or could reduce the price by a greater margin.

Exits: Once the issue of the door is settled, Grasser can lead the characters to their room. Proceed to *Episode 4*.

•EPISODE 4: UPSTAIRS AT THE REAVER'S RETURN•

After the money is handed over, Rudolf shows you to your room. The 'Return' is a three-storey wooden building, and he takes you to a dingy attic room. The stairs creak under your weight and the bannister feels distinctly shaky. At last you get to the room.

'You get a nice view of the canal,' grins Grasser, showing the rotted stumps of his teeth. You can't see anything through the filthy windows, but can certainly smell the canal.

It will be pointless complaining about the room. Grasser will touch an index finger to his forehead, mutter 'Have a nice day,' and leave.

The events of the next few hours will be greatly affected by what the characters do next. They might decide to leave the 'Return' altogether, in which case you will need to think about another Inn for them, or how they will spend a cold night in an alley. If they stay in the room, wait to see if the characters take any precautions; if they ask for a fuller description of the room, include the fact that the door and window are both fitted with bolts, but these haven't been fastened. If the players don't mention they are fastening the bolts or taking other precautions, you must assume that they have done nothing.

Exits: If the characters bolt the windows, they slumber away until *Episode 9*.

If the characters take turns on guard, they are disturbed in the night by *Episode 5*.

If the players do neither of these, turn to *Episode 6*.

•EPISODE 5: THE FACE AT THE WINDOW•

Though they cannot know this yet, when the characters arrived at the 'Return', they were observed by Bertoldo Vasari, a some-what unsuccessful Thief and a member of the Valantina Gang, a criminal organisation which will feature in the second part of the adventure. In the dead of night, he shins up a drainpipe onto the roof and tries the window of the characters' room. The window is so grimy, he has to scrub a patch clean to be able to look inside. Seeing someone awake, he gives up and makes his way back over the roof tops.

The GM should make a secret Observe test for the character on guard to spot Bertoldo. Roll a D100. Bertoldo exits unseen if the dice score is more than the watching character's Initiative. If the dice score is equal to or less than the watcher's Initiative, Bertoldo is spotted, and the GM can describe the event to the character's player as follows:

Looking up, you see a face peering through the window. Whoever it is sees you and ducks out of sight.

Exits: If Bertoldo escapes unseen (because the Observe test was failed - remember, the characters should have no idea that anything has happened if this is the case), or the characters choose not to pursue him, turn to *Episode 9*. If the characters do not act quickly (if the players spend more than 40 seconds discussing what to do), Bertoldo will vanish across the rooftops before they are able to follow him.

If the characters make a quick decision to pursue Bertoldo, a roof top chase ensues. Go to *Episode 8*.

•EPISODE 6: SLEEPING DOGS•

Though they could not see him, when the characters arrived at the 'Return,' they were being watched by Bertoldo Vasari, a thief and a member of the Valantina Gang - a criminal organisation which will feature in the second part of this adventure. In the dead of night, he breaks into their room and tries to steal the characters' purses.

In this Episode, the characters are all asleep, and so you are concerned with the actions of Bertoldo rather than those of the characters. The noise he makes climbing in through the window is *soft*, so there is only a 10% chance of waking a sleeping character. If this happens, Bertoldo will attempt to climb out of the window and escape. He attempts to steal the purse of each character in turn - roll dice or use some other method to determine whom he robs first. Each attempt to steal a purse counts as *picking a pocket*. Roll a D100 for each attempt, testing against Bertoldo's *Dexterity* of 41. If the dice score is 51 or less, Bertoldo gets the character's purse and moves on to his next victim. If the dice score is 52-70, Bertoldo fluffs the attempt, but will try again in the next round. If the dice score is 71 or more Bertoldo has bungled the attempt so badly that he fails to get the purse *and* wakes his victim.

Exits: If Bertoldo succeeds in stealing all the characters' purses, he escapes unnoticed, and the adventurers slumber away until *Episode 10*.

If Bertoldo wakes someone up, go to *Episode 7*.

•EPISODE 7: RUDE AWAKENING•

The GM should read the following to any player whose character is woken by Bertoldo's interference:

> In the dead of night, you are disturbed by a hand in your clothing. You wake with a start to see a hooded figure rushing towards the window.

The characters must act quickly to catch Bertoldo. If they do not act quickly, he will vanish into the night before they can pursue him. The GM could run a combat in the characters' room, if one of them reacted quickly enough. More likely, Bertoldo will get through the window, and flee.

Exits: If the characters pursue Bertoldo, turn to *Episode 8*.

If they don't chase him, or if he gets away, turn to *Episode 9*.

•EPISODE 8: ROOFTOP CHASE•

> Outside it is cold and rainswept. Ahead, you can just make out a hooded figure disappearing over the rooftops.

BERTOLDO VASARI

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	6	30	1	41	29	29	29	29	29

Skills
Flee
Palm Object
Pick Pocket
Secret Language - Thieves' Tongue

Trappings
Lock Picking tools
Dagger hidden in boot
7 Silk Handkerchiefs
A scrap of paper with a fig leaf motif (see below)

Bertoldo attempts to escape by leaping from roof to roof, heading towards a door to an alleyway, which he left open to cover his retreat. The rules for activities of this nature are covered under the topic *Jumping, Falling, Leaping, Climbing*, and we recommend that you refer to this section while running this episode. Bertoldo's route from the roof of the 'Return' to the roof of the Merchant's House is shown on *Map 2*.

The first leap is 2 yards, with a run-up of 3½ yards. Bertoldo's leap will be twice his Move minus D6 yards. As 8-D6 has a minimum result of 2 yards, he can't fail. A character with a Move of 3 will fail to make this leap on a roll of 5 or 6 on a D6, resulting in a fall of 5 yards; anyone who falls will lose 10-D6 Wounds.

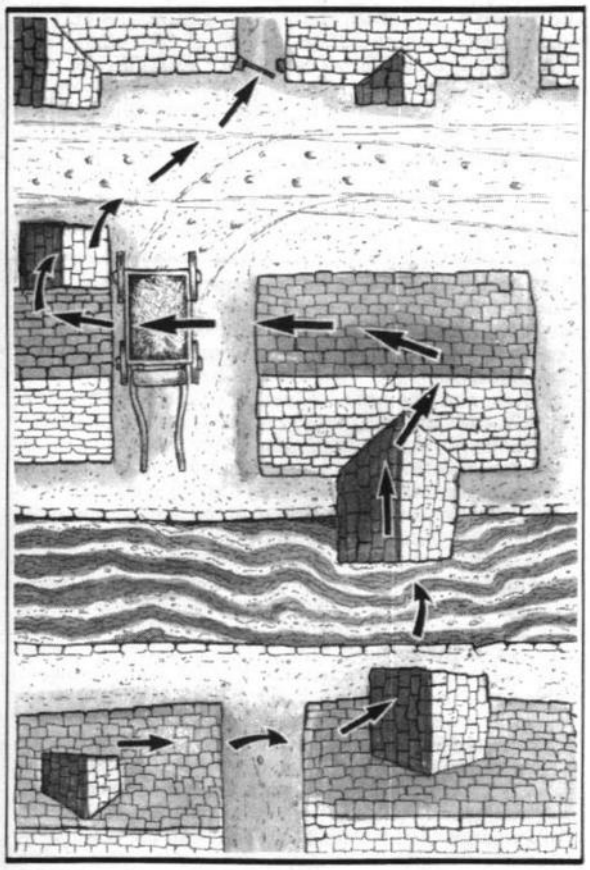
The second leap is 3 yards, with a run-up of 2½ yards. Bertoldo will fail this leap only if a 6 is rolled on a D6. A character with a Move of 3 will fail the leap on a roll of 4 or more. Since this leap is over the canal, characters who fail this leap will not be hurt, although they will be wet, filthy and out of the chase. The canal is only just over 3 feet deep, so there is no chance of a character who falls in the canal drowning.

The third leap is 4 yards, with a run-up of 6 yards. Bertoldo will fail this leap if a 5 or 6 is rolled on a D6. A character with a Move of 3 will fail the leap on a roll of 3 or more. As luck would have it, a haywain is parked beneath, so characters who don't make the leap will not be hurt in the fall, and will be able to take up the chase on the ground.

Once Bertoldo reaches the corner of the Merchant's house, he jumps from the roof to the porch and from the porch to the street. The jump from roof to porch is 3 yards, so a roll of 3-D6 should be made for each character attempting the jump. If the result is positive, it indicates the number of Wounds the character loses. If the result is negative, the character is unharmed. The second jump is 2 yards down, so a roll of 2-D6 should be made in the same way.

If the characters manage to catch Bertoldo, he will surrender as soon as a wounding blow is landed on him. A patrol of the City Watch will arrive shortly, having been summoned during the chase, and will give the party a reward of 4 Gold Crowns between them for capturing the thief.

A thorough search of Bertoldo's clothing will reveal a scrap of paper headed by a fig leaf motif. The paper has a list of dates, each followed by a word. The entries for to-



MAP 2

day and the next three days bears the word 'Malindi' (it is the Valantina gang's current password, and may be useful in the second part of the adventure).

If Bertoldo reaches the alleyway, he closes and bolts the door behind him, and will have vanished into the night by the time the characters manage to get the door open.

Exits: Regardless of the results of the chase, the characters will eventually return to their room and stay there until morning. Turn to *Episode 9*.

•EPISODE 9: RISE AND SHINE•

Whether they have spent a peaceful night, or they had a visitor, the characters will wake up in the 'Return' the following morning, ready to commence their adventures in Nuln. They can't last long in the city without some means of making money. Grasser is the only person they know, and they may choose to ask him about what work there is in Nuln. You could actually have Grasser ask the characters how they intend to earn their keep, if they show no sign of wanting anything to do with him. If they do ask him, he will recommend they try the Reiks Platz. This will be the response of anyone else of whom they ask this question.

Exits: Go to *Episode 12*.

•EPISODE 10: ROBBED!•

You wake up late, and find your purses stolen. There is a trail of muddy footprints leading to the window, which you forgot to bolt last night. You now haven't got the money to pay for today's board.

Exits: The characters are in an even worse state now than when they arrived. Go to *Episode 9*. If they complain to Grasser or the Town Watch, they will be made to feel very stupid for having left the window unlocked....

•EPISODE 11: A NIGHT IN THE CELLS•

The Footpads leave you with absolutely no possessions at all, other than the clothes you stand in, and disappear without a trace.

Trying to get credit from a Nulner Innkeeper is, as the proverb says, like taking a Halfling's last sandwich. If the characters go to the City Watch and explain what happened, they will find the Watch amused and even a little sympathetic. The Watch will happily allow the characters to spend the night in a dank, filthy cell, and next morning they present each character with a bowl of gruel and tell them that their best hope for finding employment is at the Reiks Platz.

Exits: Go to *Episode 12*

•EPISODE 12: THE REIKS PLATZ•

Each afternoon, people looking for work gather in the Reiks Platz, a large cobbled square in Nuln's centre. This seems like your best hope, so you head for the square to try your luck. When you arrive it is crowded with merchants seeking bodyguards, farmers and builders looking for labourers and ships' captains after crew. All the work on offer seems rather dull and underpaid - exactly the sort of work you tried to leave behind by becoming adventurers.

In the middle of the square is a huge and ancient elm tree, known as the Deutz Elm. Its trunk is as wide as a small hut, and is used as a notice-board by the city's large itinerant population of adventurers and wanderers. You read some of the messages which cover the trunk. Most are from travellers attempting to find old friends and arrange meetings, but some are from people offering dangerous or unusual work:

"Axel Erischon - missed you in Middenheim, maybe you're here somewhere. I'm at the Laughing Bear most evenings - Trokki from Kislev"

"Has anyone seen Brigid Ballifonse? 5 gold crowns for information. Fiedal Borenborg at 5, Maritzstrasse."

"Specialists required for repossession job. One night's work, legal, some danger, good money. Military background helpful. No timewasters. Councillor Oldenhaller, Oldenhaller Mansion, Oldenhallerstrasse."

Trying to find Brigid Ballifonse is a complete waste of time; she has left town and made sure her trail was hidden. Trokki and Axel are two old stagers with a fund of stories and very little else to offer adventurers looking for work. If the characters follow up Councillor Oldenhaller's announcement, the characters will have no problems finding his mansion, as any can direct them there.

Exits: Go to *Episode 13*.

•EPISODE 13: THE OLDENHALLER CONTRACT•

You find the mansion easily, and the doorkeeper clearly expects to see people in heavy boots tramping into his master's hallway. A messenger is sent to the Councillor, and after a half-hour wait you are led through winding, opulently decorated corridors to a huge study. The floors are covered with oriental rugs and the walls are hung with family portraits, hunting trophies and framed contracts and bonds.

Albrecht Oldenhaller sits behind a vast mahogany desk, toying with a jewelled paper knife. He looks you up and down, and then speaks.

"As you may be aware," he says, "The house of Oldenhaller is engaged in trading and other activities at a number of levels, and we would be most unhappy if our dealings with certain of our agents and contacts were to be made public. Accordingly, I must insist that this business must be conducted in the utmost secrecy." He pauses significantly while this sinks in.

"A certain gem has appeared in the city," he continues. "I won't bore you with the details, except to say that it was acquired on behalf of the House of Oldenhaller by a group of people vulgarly known as the Schatzenheimer gang, who have so far failed to make delivery. You are to recover the stone from them and deliver it here by dawn tomorrow. Like many great stones, there are several legends and superstitions attached to the gem. It is said to have come from a ring worn by Nurgle, the Chaos God, and to carry a highly infectious rotting disease which afflicts all those who handle it. I set no store by these superstitions, but in case there is some substance behind them, you will take this" - he pushes an elaborately-carved wooden box across the desk - "and use it to carry the stone. It has been enchanted to suppress the magic of anything inside for precisely six hours. That should give you adequate time to deliver the stone here. You will set out at nightfall, and I will have you guided to one of the entrances to the area known as the Asylum, which is where I believe the stone to be. Are there any questions?"

The gamesmaster should make as much or as little of the interview with Councillor Oldenhaller as suits the pace at which the game is being run. The Councillor might wish to ask them several questions - who are they, what is their background - and will need convincing that the characters can cope with the job.

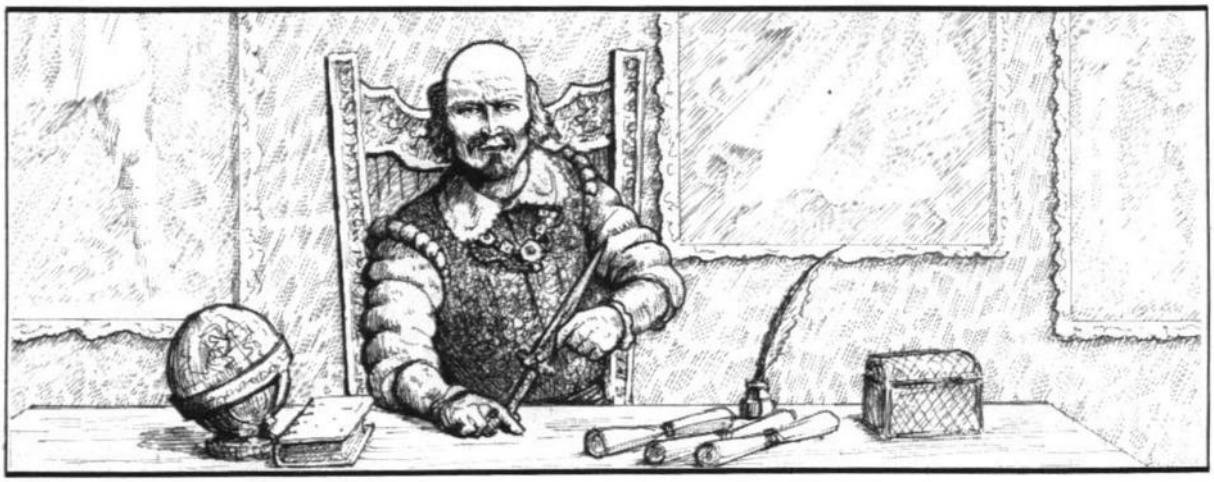
The players will probably have several questions, the most urgent of which will be how much Oldenhaller is willing to pay for the job. Oldenhaller will offer the characters 100 Crowns each, on delivery, and they may attempt to Bargain to raise the price, using the procedure covered in the relevant Standard Test. Oldenhaller is a hardened and experienced merchant, so there should be a -10% modifier for the test. If it is successful, Oldenhaller will offer 120 Crowns; if it is passed by 30% or more, the offer will be grudgingly raised to 130.

Albrecht begins to explain the terms of his offer.

"As I've already explained, secrecy is essential. You cannot involve anyone else in this mission, nor recruit any hired help. You will be taken to the edge of the Asylum, and after that you are on your own. The entrance leads into the portion of the complex controlled by the Schatzenheimer gang. They are mainly Nulners; they forge currency and trade in contraband and stolen goods. We think that Kurt Holger, the gang's leader, has the stone. From the Schatzenheimer area, the Asylum runs towards the river. The central area is run by the Valantinas, who are mainly Tilean immigrants. They are the most powerful gang in Nuln, involved in every imaginable form of illicit activity. On the easternmost edge of the Asylum is the base of the Huydermans gang, with access to the river. The Huydermans are Wastelanders, and are mainly smugglers and cut-throats"

"You shouldn't have too much trouble moving about in the complex although you may need to know the gang's passwords. The Schatzenheimer password for today is 'Sweet Hanna'. I don't know either of the other gangs' passwords. That is all I can tell you."

Although the characters may extend the interview briefly with a few more questions, Oldenhaller has nothing more to add. At this point, a servant will appear, and the characters should be lead out of the study, down more winding corridors and into a small private study. The servant will offer to have any goods fetched from the 'Reaver's Return', and will present the characters with a hearty meal. The characters will not be left unescorted at any time. A half hour later, the guide arrives, along with any equipment the characters requested from the 'Return'. Night is beginning to fall as the characters set out for the Asylum.



•THE ASYLUM•

The following description of the Asylum is based on the plan in Map 3. The gamesmaster should refer to the map at all times, since the numbered paragraphs in this section of the adventure refer to the numbered areas on the map.

The Asylum is situated in the north of the city, on the west bank of the river Reik. It consists of part of the city's sewer system and a series of old and long-forgotten basements and cellars which have been sealed off and knocked together to make an underground complex. This is used as a base by three gangs of thieves. The guide provided by Albrecht Oldenhaller takes the characters to a back-alley behind a warehouse, points to a door and then hurries off into the night.

This plot is for the gamesmaster's eyes only. The players should only find out what is going on through their explorations and their meetings with NPCs. The GM should use the plot to help decide what the different NPCs in the Asylum will do when faced with the players' characters.

As Oldenhaller told the characters, the gem was in the possession of Kurt Holger, chief of the Schatzenheimer Gang. However, recent events have complicated matters considerably. Following a series of inter-gang disputes, the Valantinas staged a carefully planned and devastating raid on the Schatzenheimers. The Schatzenheimers were wiped out and the gem - along with everything else of value - was taken by Emilio Valantina, the mob's 'godfather'.

Dirck Huydermans, fearing his smuggling operation would be next on the Valantina's list, sent an Assasin by the name of Jan Hoogen to kill Emilio. Jan entered Emilio's appartment via a secret entrance from the sewers, brutally murdered him and hacked off his head as proof of the deed. He then searched Emilio's corpse and found the gem. After hastily searching Emilio's appartment, Jan went back into the mines taking the stone and Emilio's head with him.

Jan never made it to the Huydermans' base. On the way back he was attacked by a Swarm of Rats. He was finally cornered in an old mine wagon, used by the Huydermans for transporting contraband, where his body - and the gem - now lie.

Just before the players' arrival, the Huydermans caverns were invaded by followers of Nurgle. They are still there, awaiting reinforcements and being held at bay by the remnants of the Huydermans gang. The cultists know the gem is somewhere in the Asylum, and they will stop at nothing to find it.

The Huydermans sent one of their number to fetch help from the Valantinas, who by now have realised the truth about the gem. They killed the messenger and are now preparing to evacuate their headquarters rather than risk infection.

From this point, the adventure is presented differently. Instead of a number of written exits for the player characters to take, exits are provided by the corridors and rooms shown on the map. When the PCs enter a room the GM should refer to the relevant room description below and describe it to the PCs.

•THE SCHATZENHEIMER BASE•

•1. ENTRANCE•

> The doorway pointed out by the guide opens onto a steep flight of stairs, which leads down to a narrow passage. After about ten feet, the passage ends in a door. A notice pinned to the door reads, *'Observe the Laws of Asylum. Knock and Wait'.*

The door is *trapped*; if a player announces that his or her character is opening the door, ask them which way the character is turning the handle. If it is turned *anti-clockwise*, the trap is not sprung, but if the handle is turned *clockwise*, it opens a trapdoor in front of the door, dropping whoever turned the handle into a pit 12 feet (4 yards) deep.

If the characters prefer to break the door down, it has *Toughness* 6, *Wounds* 15. It counts as a *prone* target, so that the characters always hit it and their blows do double damage. There is no-one to hear the din this will make, but don't tell the players this.

If they choose to Knock and Wait, the characters will be standing here for quite a while. The gamesmaster might wish to make them nervous by describing some scratching noises, or a muffled thumping noise (caused by mice or the wind). Otherwise, nothing will happen.

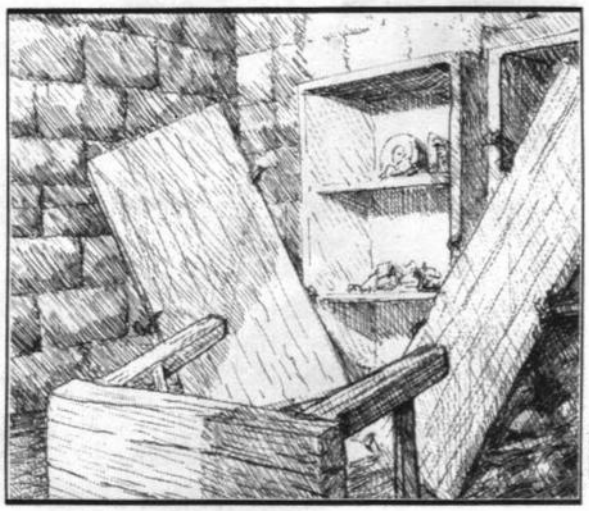
•2. GUARD ROOM•

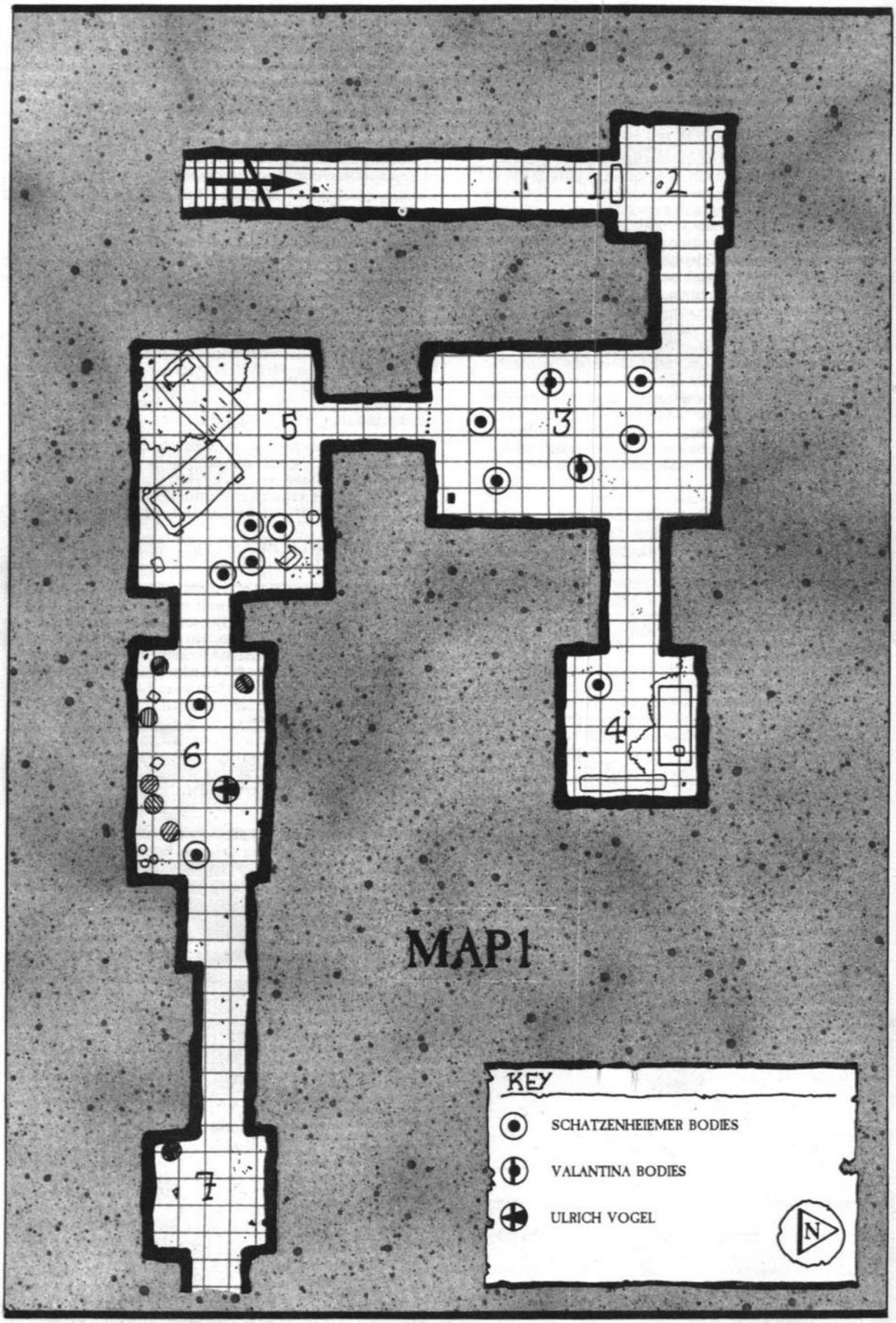
> The room is deserted and unlit. In the centre is an overturned table, and along the north wall are two large wooden lockers. They have been forced open and their contents scattered around the room. On the south wall, to the left of the door, is a lever made of iron and half a yard long. The lever sticks out of the top of a vertical slot in the wall.

When moved into the *down* position it neutralises the trap in the entrance (see 1 above). There is a door in the east wall, leading down a short passage to 2.

If the left-hand locker is pulled away from the wall, it will reveal a low opening - a secret entrance known only to the Schatzenheimers, which leads through a winding tunnel and up some stairs to a back-alley.

The room has been ransacked by the Valantinas, who found everything worth taking.




1
2
3
4
5
6
7
MAP 1
KEY
SCHATZENHEIMER BODIES
VALANTINA BODIES
ULRICH VOGEL
N

•3. HALL•

There are torch brackets at 5ft intervals along all four walls. Most of the torches have burned out, and those that are still burning cast a flickering light across a scene of utter devastation. The floors are strewn with upturned, broken furniture, and everything is stained with dried blood. Sprawled brokenly in the room are half a dozen corpses, each one bearing multiple stab wounds or bristling with crossbow bolts.

Two wear cheap pendants bearing a fig leaf motif. They were members of the Valantina gang, and if the characters took a scrap of paper from Bertoldo Vasari earlier in the adventure (see *Episode 8*), they will recognise the motif. The other four were Schatzenheimers. Dropped on top of each of the Schatzenheimer bodies is a small card reading *'Congratulations, you have just met the Valantina Anti-Personnel Crew'.* All six bodies have been stripped of everything of value, right down to weaponry and small change.

There are three exits from the room. One is the passage leading to room 1, one leads south to room 5, and one leads east to room 4. The doors to rooms 4 and 5 have both been destroyed.

•4. KURT HOLGER'S ROOM•

This room is unlit. The floor is carpeted and the furnishings are all very high quality. Along the western wall is a massive bookcase; most of the books lie scattered on the floor. The wall hangings and pictures have been torn down, the desk's drawers have been pulled right out and emptied.

There is a single corpse in the room, that of a middle-aged man dressed in expensive-looking clothes. His skin is pale brown, his face bears three weeping sores and one of his arms is missing.

The body is Kurt Holger's. He had the gem long enough to contract the disease, although he was killed by the Valantinas rather than the infection. For every round a character spends searching or otherwise touching the body, the GM should secretly roll a D100. On a roll of 4 or less the searcher has contracted *Nurgle's Rot* - see below. Both room and corpse have been stripped of everything of value.

There are no exits from the room other than the passage leading to 3.

•5. DORMITORY•

This room is unlit, and is another scene of death and destruction. The south wall is lined with the remains of several wooden bunks and tattered and bloodstained bedding. There are four corpses piled in a heap in the corner.

The bodies are dead Schatzenheimers, and on top of the pile is a Valantina 'calling card' similar to that in room 3. Again, everything of any value has been removed.

A passage in the north wall leads to room 3, and another leads eastwards to room 6. The door leading to room 6 is closed but not locked.

•6. STOREROOM•

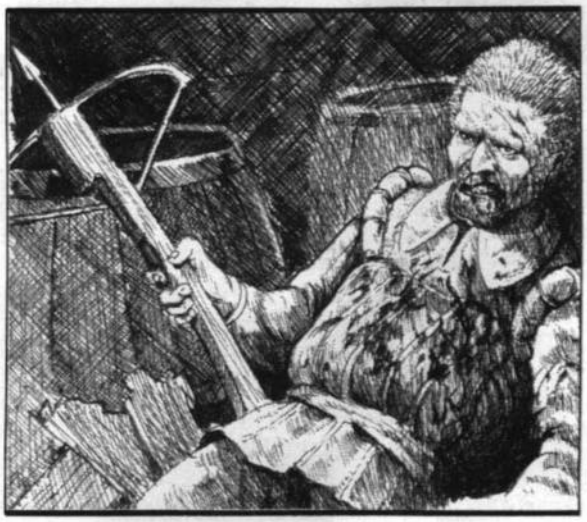
There are torch brackets along the north and south walls but the torches have burned themselves out and the room is in total darkness. The room contains a dozen grain sacks, four large chests, three empty barrels, a side of pork and three corpses. The sacks are slashed and most of their contents have been shaken out over the floor, the chests have been forced open and emptied, and one of the barrels is smashed to pieces.

The 'corpse' in the centre of the room is very badly injured, but not quite dead. He is Ulrich Vogel, a member of the Schatzenheimer gang. Ulrich has a loaded crossbow hidden beside him. He assumes the player characters are Valantina gangsters, and levels the crossbow at them, trying to get a shot off.

The room is cluttered with debris; the players need to make Observation tests to notice what Ulrich is doing. Test each adventurer looking in his direction (roll a D100 for each character; only if the dice score is equal to or less than the character's Initiative will that character see Ulrich moving). The character can shout a warning and decide what to do next. Once a warning is given, characters who haven't taken their round automatically spot Ulrich - they don't need to pass an Observation test. Note that characters whose Initiative is lower than Ulrich's can't do anything about it, even if one of the other characters warns them.

If Ulrich isn't stopped, he shoots at the easiest target (probably the closest). The gamesmaster rolls a D100 - Ulrich's Ballistic Skill is 25, and he has a -10 modifier because of his heavy wounds and the bad light, so he hits the target only on a dice score of 15 or less. If he hits one of the characters, reverse the numbers on the dice to determine where the bolt hits (e.g. a roll of 14 becomes 41, a hit in the left arm), and then roll for damage - a crossbow has an Equivalent Strength of 4, so roll a D6, add 4 and subtract the Toughness and the value of any armour of the target to find the total number of Wounds caused. It will take Ulrich three rounds to reload his crossbow - ample time for the characters to stop him.

Provided the players don't over-react and kill Ulrich, he could be a useful source of information. If the characters attempt to question him, make an Interrogation test for Ulrich. Roll a D100; if the result is more than his Will Power, he talks. Ulrich knows the layout of the Schatzenheimer and Valantina bases and was aware that Kurt Holger had a strange and possibly magical gem in his possession before the Valantinas attacked.



ULRICH VOGEL

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	0	30	1	24	24	24	24	24	24

Skills
Disarm
Silent Move Urban
Street Fighter

Trappings
Crossbow
Quiver containing 6 bolts
Dagger
Leather Jack

Apart from the doorway leading to room 5, there is one other exit: a doorway in the east wall leading to room 7. The door was destroyed in the Valantina attack.

•7. EASTERN GUARD ROOM•

The room is in a similar state to the preceeding ones. It is scattered with debris, splashed with blood and strewn with corpses.

If any character stops to count, there are seven corpses, all Schatzenheimers. All have been throroughly searched, and a Valantina 'calling card' has been left on top of one pile of bodies.

There is a doorway in the east wall, leading to room 8 and the Valantina base. The door has a bolt on the western side. It is closed but not bolted.

•THE VALANTINA BASE•
•8. GUARD ROOM•

A passage leads from room 7 to room 8, marking the border between Schatzenheimer and Valantina territory. The passage ends in a door, upon which is painted a fig leaf design which the characters should recognise. The door is closed but not locked.

The room is lit by torches mounted in wall brackets. Near the north-eastern corner is a small table, around which three men sit playing dice and drinking wine. As soon as anyone enters the room, they reach for their loaded crossbows and demand the password. Their accents betray their Tilean origins.

These Valantina guards have been posted in case any surviving Schatzenheimers try to mount an attack. In order to be allowed further, the characters must give the password ('Malindi' - as the characters will know if they saw Bertoldo's piece of paper in Episode 8), or they must *bluff* their way through.

In the latter case, the players must invent a plausible story to explain their presence in the Asylum and to persuade the Valantinas to let them through. The GM then rolls a D100, modifying the score if the character's story is particularly good or particularly unconvincing. If the result is equal to or less than the Fellowship of the character doing the talking, the Valantinas will let them through; if not, they will order the characters to leave.

3 VALANTINA GUARDS

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	7	30	1	29	29	29	29	29	29

Skills
Disarm
Silent Move Urban
Street Fighter

Trappings
Sword
Knife
Crossbow and six bolts

There are two exits from the room; a door in the west wall leading to room 7 in the Schatzenheimer territory, and a door in the east wall leading to room 9. Both are closed but not locked.

•9. STOCKROOM•

Lanterns suspended from the ceiling illuminate a scene of feverish activity. Half a dozen Tileans are frantically packing chests and loading small carts with crates and barrels. As the characters enter the room, an overseer will shout at them in the Tilean dialect. Then, realising that they don't understand, he will repeat himself in a heavily accented version of the Reikspiel dialect, ordering them to help with the packing.

The overseer has mistaken the characters for hired labourers, and if they don't follow his orders he will become suspicious. The characters may try to Bluff their way past him, using the procedure covered above, or they may simply obey him and wait for a chance to slip away. He won't leave the stockroom for another thirty minutes.

The overseer's mistake may prove to be a valuable opportunity for the characters to gather information, although the gamesmaster may decide such a mistake isn't possible if they started a noisy fight in room 8, or if they are heavily armed. Otherwise, the Valantinas will be at ease and quite willing to trust the players and chat away as they work. Each character may attempt a Gossip test, rolling a D100 against their Fellowship as for the Bluff test. Characters who pass learn all the latest gossip about the raid on the Schatzenheimers the cultist invasion and the legend of the stone.

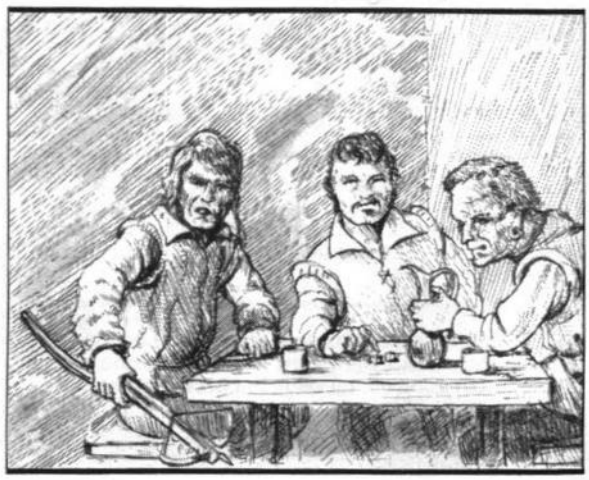
OVERSEER

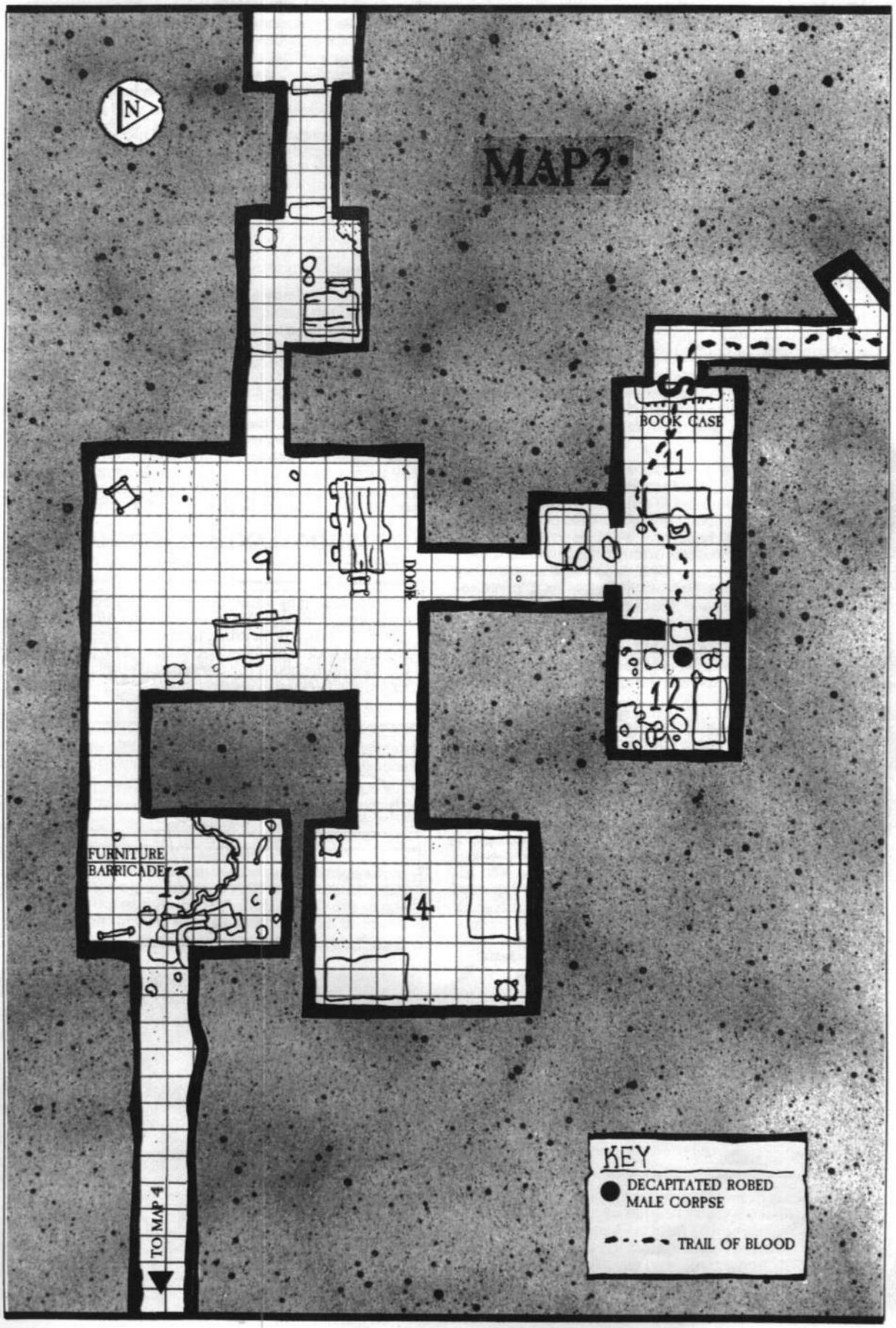
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	7	30	1	29	29	29	29	29	29

Skills
Disarm
Silent Move Urban
Street Fighter

Trappings
Sword
Knife

There are four exits from the room: a passage in the west wall leading to room 8; a door in the north wall, closed but not locked, leading via a short passage to room 10; and two passages in the east wall, leading to rooms 13 and 14.




N
MAP 2
BOOK CASE
11
9
DOOR
12
FURNITURE BARRICADE
13
14
TO MAP 4
KEY
DECAPITATED ROBED MALE CORPSE
TRAIL OF BLOOD

•10. ANTE-ROOM•

The room is lit by a lantern suspended from the ceiling and another standing on the desk. The walls are adorned with hunting trophies, stolen street signs and framed wanted posters depicting various members of the Valantina gang.

Behind the desk sits a heavily built and expensively-dressed Tilean, with immaculately-oiled hair and a scarred face, toying with a loaded pistol crossbow. As the characters enter, he looks up, tells them that the boss is not to be disturbed and asks what they want.

This is Sebastiano Sansovino, the bodyguard to Emilio Valantina. Emilio told him that he was going to pray for a while and didn't want to be disturbed. This is completely out of character, and as Emilio hasn't emerged yet Sebastiano is puzzled but not unduly worried.

As the characters have made it this far into Valantina territory, Sebastiano is likely to believe that they are on official business. An attempted Bluff is, therefore, made with a +10 modifier. If the bluff fails, they may try to Bribe him.

Disturbing Emilio is a minor task and one of little consequence; the minimum bribe acceptable is 1 Gold Crown, but in this case it is doubled to reflect Sebastiano's status. If a bribe of 2 Gold Crowns or more is offered, a test is made on 100 minus Sebastiano's Will Power. His Will Power is 29, so the character offering the bribe must roll 71 or less. If the test is successful, Sebastiano accepts the bribe; if not, he refuses, but the characters are allowed to try again - the sum offered must be increased by at least 10%. The players can carry on upping the bribe until Sebastiano accepts.

The characters may attack Sebastiano instead of using bluff or bribery, but this runs the risk of attracting attention from room 9.

If the players manage to bluff or bribe Sebastiano he knocks on the appartment door. Emilio doesn't answer, of course, because he is dead. Once Sebastiano realises there is something amiss, he tries to force the door, which has a Toughness of 4 and 10 Wounds.

SEBASTIANO SANSOVINO

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	3	3	12	40	1	29	29	29	43	29	29

Skills
Disarm
Specialist Weapon - Fist Weapon
Specialist Weapon - Crossbow Pistol
Street Fighter
Strike Mighty Blow
Strike to Stun

Trappings
Knuckle-dusters
Crossbow Pistol

The passage to room 9 and the door to room 11 are the only exits from the room.

•11. EMILIO VALANTINA'S STUDY•

The room is lit by a chandelier hanging from the ceiling. On the walls are a selection of pictures, all hanging slightly askew. The floor is spread with oriental rugs. A bookcase stands against the western wall; some of the books have been removed and are scattered on the floor. In the centre of the room is a desk, which has been thoroughly ransacked.

A trail of blood leads to the bookcase from the door to room 12. Any character who is deliberately searching the room will spot the blood; characters who are not actively searching will spot the blood if they make a successful Observe test. The GM should roll a D100 for each character; a score equal to or less than Initiative allows the character to spot the blood.

Once the characters have spotted the blood and followed it to the apparently solid wall, it is likely that they will then search for the hidden door. The GM secretly rolls two D100s, one roll for the door and one for the hidden catch which opens it. They are discovered on a roll equal to or less than the searching character's Intelligence. The area takes a whole turn to search, and if the secret door is not found on the first attempt, a character may try again, taking another whole turn to search the area.

Jan Hoogen hurriedly searched the room after killing Emilio, and left through the secret door carrying Emilio's head and leaving a trail of blood behind him. The secret door leads into a portion of the sewer system; it was intended as a bolt-hole for Emilio, and none of the Valantina gang knew of its existence. One of the Huydermans gang found it by accident several months ago.

The only other exit from this room is a locked door in the east wall, leading to room 12. The door may be broken down (Toughness 4, Wounds 10), or a character may try to pick the lock by making a Dexterity test, subtracting the lock's *rating* of 30. Characters who do not have Pick Lock skill suffer a further -30% modifier.

•12. EMILIO VALANTINA'S BEDCHAMBER•

This room is lit by a four-branched candlestick standing on the dresser. The room has been thoroughly ransacked, and the bedding lies in a heap against the southern wall. The sheets are soaked with blood. At the foot of the bed is the decapitated body of Emilio Valantina, dressed in a velvet cloak with gold braiding round its collar and hems.

There is nothing of value in the room. The only exit is the door to room 11.

•13. EASTERN GUARD ROOM•

In the light of three wall-mounted torches, three Valantinas are feverishly constructing a barricade across the eastern door. The room is stripped of furniture - it has obviously all been used in the barricade.

In the north-west corner of the room is a corpse covered by bloodstained sacking. The gangsters are taking great care not to step in the blood or go anywhere near the body. The corpse is that of the Huydermans messenger who was sent to ask for help against the cultist invasion; he was shot to prevent the risk of infection, and the barricade is being built to keep the cultists and their diseases in the Huydermans' area.

The Valantinas' response to the characters will depend on the direction from which they approach. If they approach from the east (the Huydermans' area), they are warned not to come any closer, and shot if they don't obey. If the characters enter from the west, they are more or less ignored. The gangsters allow them to cross the barricade, but point out that they won't be let back in.

•14. DORMITORY•

The door to this room is closed but not locked. There is a bolt on the inside. The room is lit by torches on the northern and southern walls. The walls are lined with bunks; in the centre of the room are a couple of tables on which stand four partially eaten meals, a half-full bottle of wine and an untouched bread loaf. The room is deserted.

•THE SEWERS•

•15. RATS' LAIR•

The plan shows the main sewers, which have a narrow ledge either side of the effluent channel, wide enough for characters to go in single file. A character with Follow Trail skill (such as Mellory) can trace Jan's footprints and the drops of blood from Emilio's head, provided there is light to see by. Other characters must pass an Observe test to follow the trail. The plan only shows the route from the Valantina seaction of the Asylum to the Huydermans' section - the sewer system is far more extensive, but the other tunnels are not relevant to this adventure.

This part of the sewer system has been colonised by a pack of Rats. They will rush out from this area to attack anyone and anything that passes through the shaded area of the passage. They are treated as a Swarm (see the **Bestiary**), with the following profile:

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	1	1	*	10	10	-	89	5	89	89	-

** There is an apparently endless stream of rats, and the characters cannot hope to kill them all or drive them off without severe losses. The characters should eventually be driven to the mine cart (area 16) and use it to escape.*

•16. MINE CART•

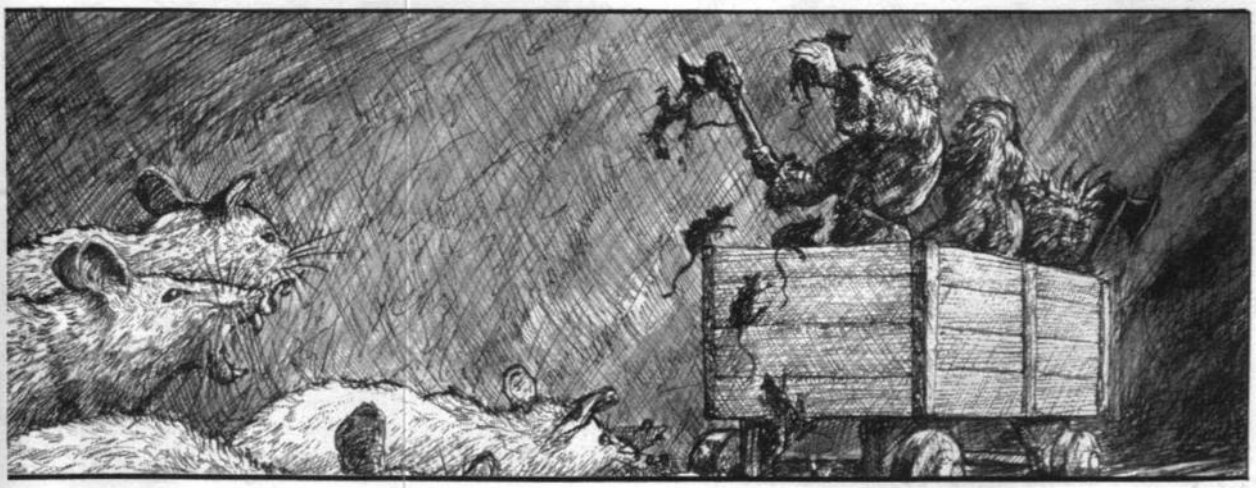
The Swarm of Rats from area 15 will drive the characters into this area. There is a small chamber where several sewers meet, with a manhole in the ceiling. The manhole is 20 feet above floor level, and is secured by a large padlock. A narrow railway track runs upwards into the chamber from a steeply-sloping tunnel, and a mine cart stands at the end of the track. The rail system is used by the Huydermans gang to move contraband from their secret wharf to an abandoned warehouse which stands above the manhole.

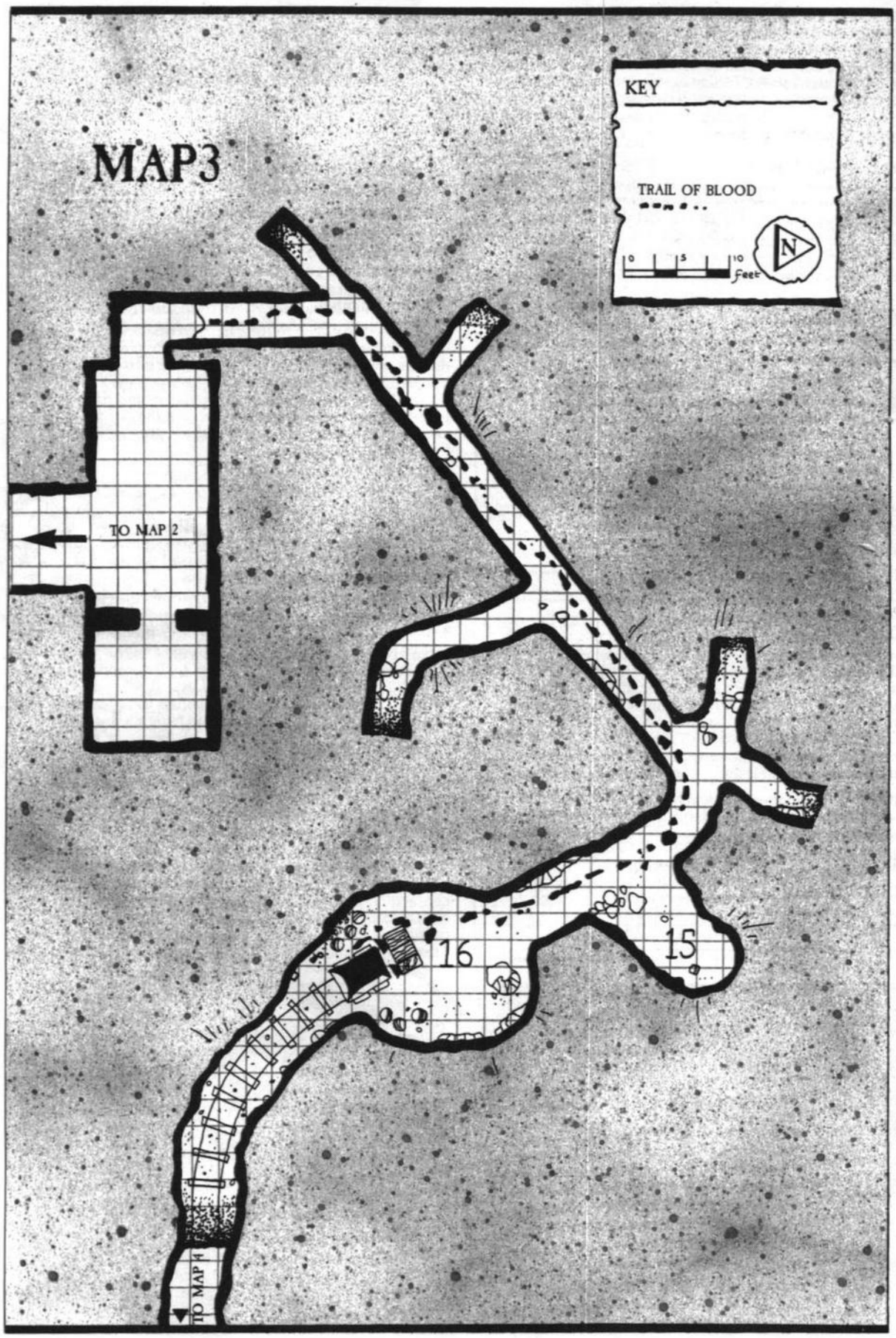
Jan Hoogen lies dead in the cart, and beside him is Emilio Valantina's severed head. Both are covered in dozens of small bite-marks. Jan climbed into the cart to take refuge from the Rats, but was overpowered by the Swarm before he could take the brake off and roll to safety. If the characters climb into the cart, the rats will swarm up the outside after D3 rounds, and begin to flood into the cart..

The mine cart will hold four characters, and another four could hold onto the outside, making a Risk test with a +10% modifier to hang on. When the brake is released the cart will roll down the track, gathering speed rapidly. If any character uses the brake to try to slow the cart, there will be a snap of rotten wood and the brake lever will come away in the character's hand. If any character is unlucky enough to fall off, this should not take place before the cart has left the Rats behind. Treat the drop as a 2 yard fall (see *Jumping, Falling, Leaping, Climbing*).

If Jan's body is searched, the gem will be found, along with D6 Gold Crowns, 2D10 silver shillings and a short sword. The gem is a valuable opal, worth 80 Gold Crowns, but any character who handles it for longer than 3 rounds will begin to develop Nurgle's Rot (see below). The box supplied by Oldenhaller is the only safe way to transport the gem.

The mine cart will take the characters into the Huydermans' base, gathering speed all the time. When the tunnel opens out into the first of the Huydermans' rooms (17), the characters will have a chance to jump out at this point; they will have only a few seconds in which to decide. Those opting to jump out take a standard Risk test. The player rolls a D100, deducting 10 if the character has Acrobatics skill. If this is successful, the character lands upright and uninjured. If the result is 51 or more, the character lands badly and loses D3 Wounds. Those who stay aboard will find that at the end of the




MAP3
KEY
TRAIL OF BLOOD
0
5
10
feet
N
TO MAP 2
16
15
TO MAP

track, the cart hits a buffer. The wagon's halt triggers a mechanism which tips the hopper, automatically disgorging its contents onto the ground below. Any characters still inside the wagon must make a Risk test using the same procedure as for characters jumping out of the cart, with a -10% modifier.

•THE HUYDERMANS' BASE•

•17. LOADING BAY•

The room itself is carved from solid rock. It is lit by four lanterns suspended from the ceiling. In the centre of the room are a couple of tables and some chairs.

The occupants rushed off when the cultists arrived, and the room is now deserted.

As well as the tunnel carrying the cart track to 16, there is a narrow passage leading to room 19.

•18. HUYDERMANS' GUARD ROOM•

This is natural cave illuminated by torches fixed in wall brackets. The north and east entrances are blocked by hastily-built barricades of furniture, crates, barrels and sacks. Behind each barricade is an archer with a short bow. In the centre of the room, several gangsters are having a heated argument.

This is the remainder of the Huydermans gang: six gangsters and Dirck Huydermans, their leader. They have been trapped in this cave since the cultists arrived, nearly an hour ago. Dirck has already guessed what happened to the messenger and the sort of reception to expect from the Valantinas. He's also deduced that the cultists are awaiting reinforcements and will be on the offensive very shortly. He is very worried. Profiles are as follows:

DIRCK HUYDERMANS

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	34	4	4	14	50	2	29	66	66	43	66	66

Skills
Disarm
Dodge Blow
Street Fighting
Strike Mighty Blow
Strike to Stun
Swim

Trappings
Short Sword
Leather Jerkin
Crossbow and 12 bolts

HUYDERMANS GANGSTERS

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	7	30	1	29	29	29	29	29	29

Skills
Disarm
Silent Move Urban
Street Fighter
Row
Swim

Trappings
Sword
Knife

As the players arrive in this area, the Valantinas destroy the tunnel between rooms 13 and 18, sealing off the Huydermans' base. The precise timing of this event is left to the gamesmaster. The characters hear a boom followed by a long rumbling sound. Jodri (who has Mining skill) or Dirck Huydermans will immediately realise what has happened. This leaves the players with only one possible escape route - the river.

The Huydermans are unlikely to attack the characters, as they are badly in need of friends. They are prepared to co-operate by providing information and will take part in any escape plan provided the characters are going to be the ones in front.

•19. MAIN CHAMBER•

This is a large natural cave which slopes gently downwards from west to east, lit by torches on wall brackets. The walls of the cave are lined with crates of wine, casks of brandy and packing cases filled with spices. A narrow railway runs diagonally across the room. At the western end of the track stands a small wagon. The rails disappear into an unlit tunnel on the eastern side of the cave, and shadowy figures can just be seen lurking amongst the shadows of the tunnel. From beyond can be heard the sound of strange and hideous chanting. Two passages on the western side are blocked by a barricade of furniture, chests and sacks.

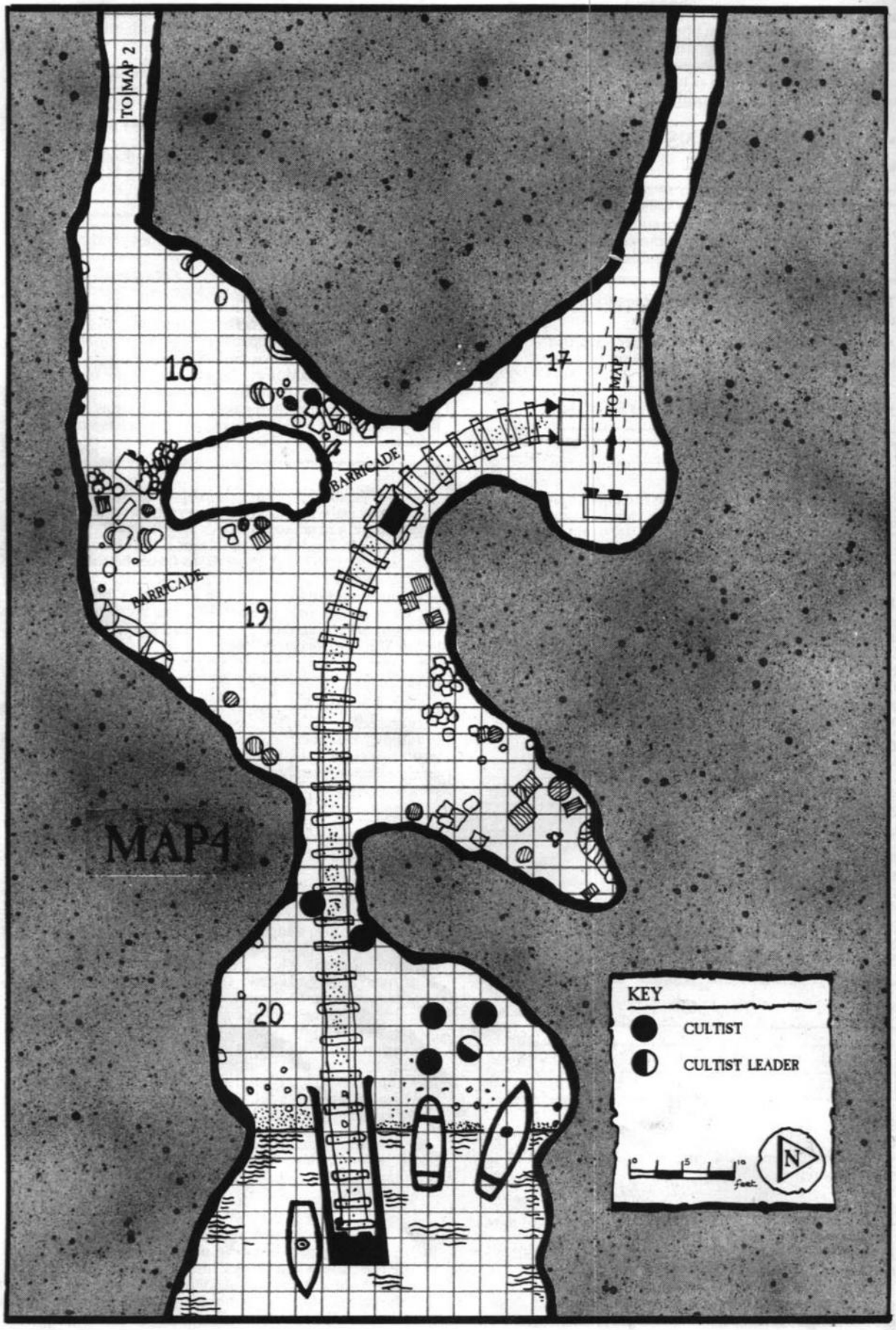
Since the Valantinas destroyed the passage between 13 and 18, the only way out is the river; the Rats will attack anyone trying to get to the sewer system through 16, so the characters (and the Huydermans if the characters can persuade them to help), must try to force their way out through the cultists and escape by boat. There are two basic options: a direct assault on the cultists, hoping to cut a way out, or using the mine cart in 19 to clear a path through them, reach the jetty in area 20, and escape before the cultists can follow.

The cart can hold eight people, and another four could hold onto the outside under the same conditions that applied for the cart in room 16. As the track is only on a very shallow incline, the cart needs to be pushed before it will pick up speed. The best plan is for seven or eight people to climb into the cart, while the remaining three or four push it, climbing on the back once it has begun to pick up speed.

If the cart runs into anyone it causes one Strength 5 hit. Characters inside the wagon may exchange *one* blow with any creature which is standing beside the track as the cart thunders past - the characters are classed as being behind an obstacle (see the **Combat Section** - *To Hit Modifiers*) if they are standing up, and creatures attacking them suffer a -10% modifier to attack rolls. Characters who are lying down inside the cart cannot attack or be attacked from outside the wagon. Characters who are standing up can attack creatures outside the cart with a -10% modifier to attack rolls owing to the cart's movement. Characters who are hanging onto the back of the cart cannot attack, but attacks on them are made at a -10% modifier because they are a moving target.

When the cart reaches the end of the jetty, it runs into a buffer, with the same Risk of injury as the cart in 17. It does not tip over, and its passengers must climb out and jump into the boat. This takes an entire round.

Once the characters (and any Huydermans who are with them) reach the boat, they can put out into the river before the cultists can do anything to stop them. The boat will hold a maximum of six people, with four rowing; the rest can hold onto the sides and back and be towed out.


TO MAP 2
18
17
TO MAP 3
BARRICADE
BARRICADE
19
MAP4
20
KEY
CULTIST
CULTIST LEADER
0
5
10
feet
N

•20. COVE•

A natural cave weakly illuminated by moonlight filtering in from a concealed entrance. There are two rowing boats pulled up onto the gravelly beach, and a third moored to the jetty near the end of the cart track. In the room are six figures in filthy brown hooded robes, and one is an albino and is surrounded by a dense cloud of bloated flies.

Four of the cultists are standing in a circle, and seem to be conducting some kind of ritual. The other two are standing by the entrance from 19, and are armed with swords.

The cultists are in the process of summoning a Beast of Nurgle. The gamesmaster should control the timing of the event; the beast should have appeared if the characters spent a long time in discussions with the Huydermans, or if they have been generally slow in getting through the adventure. Otherwise, the creature will appear D3 rounds after they enter the chamber. The cultists will attempt to complete the summoning rather than defend themselves, but should one or more of them be struck, the summoning will be broken, and all the cultists will fight for their lives.

JONAS WHITESPORE - Champion of Nurgle

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	3	2	6	60	1	43	43	43	43	24	4

Skills	Trappings	Magic Points
Arcane Language - Magick	Nurgle Stave	16
Cast Spells - Chaos Magic	Dagger	
Identify Plants		
Magic Sense		
Rune Lore		
Scroll Lore		

Jonas' stave is carved at one end in the shape of a pointing hand and at the other in the shape of a foot. He wears a long, ragged hooded cloak. His Chaotic Attributes are:

Albino	Jonas has white skin and red eyes.
Cloud of Flies	He is permanently surrounded by a great swirling mass of corpse flies, which give any hand-to-hand combat opponent a -10% to hit modifier as the flies block his vision, buzz into his mouth and nose etc.
Hideous Stench	Jonas smells very, very bad. The stench effects an area with a radius of 6 yards. All non-cultists within this radius must make a Toughness test or lose 1 point of Strength for D6 turns.

Jonas is also a powerful magician, and can cast the following spells:

Battle Magic:	Wind Blast, Aura of Protection.
Cult Magic:	Summon Beast of Nurgle.

CULTISTS

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	5	30	1	29	29	29	29	29	6

Skills	Trappings
Disarm	Sword
Street Fighter	Knife

The two cultists guarding the doorway into 19 are both armed with short swords. All the cultists will fight to the death if engaged in hand-to-hand combat, and cannot be forced to leave combat.

If the cultists summon a Beast of Nurgle before the characters have escaped from the complex, it will appear in the middle of the circle of cultists, and will be directed by Jonas to attack the most powerful-looking character or group of characters.

•BEASTS OF NURGLE•

These monstrous creatures are approximately 5 feet tall, conical and without legs. Their lower bodies are covered with suckers and ooze a sickly, foul smelling goo. They propel themselves along a three-feet wide trail of self-generated slime. A bundle of immensely powerful, ghastly white suckers is used to attack their victims.

They attack with D6 suckers per round of combat; armour is not taken into account when determining damage. As well as normal damage, each sucker injects a paralysing poison. On each successful hit, the victim must make a Poison test or be *paralysed*. The beast, having paralysed a victim, will do nothing during the following round while it wraps the catch securely with its lasso-like tail. When a quiet hour or two is available the Beast will secrete digestive acids and gradually dissolve the helpless captive. Only the first opponent is ensnared, the rest will be paralysed but not carried off.

Anyone who chooses to cross the Beast's trail of noxious slime without making a Leap across it, has a 5% chance of slipping and receiving l Wound from the powerful acids and a 5% chance of infection with the Rot. The gamesmaster should keep track of where the Beast has moved, and where the trail is left.

BEASTS OF NURGLE

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
3	33	0	3	5	15	30	D6	-	-	-	-	-	-

•NURGLE'S ROT•

Nurgle's Rot, or The Rot, is a strange disease. It seeks to turn its victim into one of Nurgle's Plague Bearing Demons. Unfortunately, the mortal form cannot take this tortuous metamorphosis, and must eventually perish under the strain. Only Champions and Beastmen of Nurgle are immune to its effects, serving only as carriers.

Victims gradually mutate until their characteristics are identical to those of a Plague Bearer, at the rate of 1 or 10 points (as appropriate for the affected characteristic) per month. Select the affected characteristic randomly each game month. The profile for a Plague Bearer is as follows:

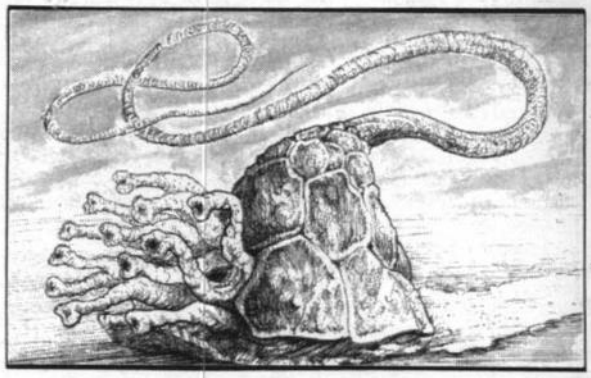
PLAGUE BEARER

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	57	0	3	4	13	60	2	29	0	0	0	0	0

As well as the characteristic changes, certain other physical changes take place, as follows:

After 1 month	Skin turns pale yellow/brown
After 2 months	Green blotches appear
After 3 months	Skin begins to rot, attracting flies
After 4 months	A single horn begins to grow from the forehead
After 5 months	Horn fully grown, eyes begin to move together, nose atrophies
After 6 months	Eyes merge into single great eye, feet turn to three-clawed hooves
After 7 months	Face dissolves in a horror of melting flesh
After 8 months	The victim dies.

There is no known cure for this disease. It can only be contracted from a Beast of Nurgle.



•ENDING THE ADVENTURE•

Once the characters manage to get out of the complex, they will be safe - for the present. Albrecht Oldenhaller will pay the agreed amount for the mission - provided the characters have the good sense to take the gem to him - and will tactfully invite the characters to get lost. He wants to keep the whole business, and his part in it, absolutely secret.

Once the characters have delivered the stone to Oldenhaller, the adventure has finished. The GM should now award Experience Points. This adventure is worth 200 Experience Points to each character, and the GM should modify the award, taking into account how well the characters performed during different parts of the adventure, and how well the players role-played their characters. Guidelines for awarding Experience Points are given in the **Gamesmaster's Section** - *Character Advancement and Experience.*

The GM can use **The Oldenhaller Contract** as the basis for a whole series of adventures if desired.

The characters now have a powerful contact in Nuln in the form of Councillor Oldenhaller, although he probably won't be too keen to continue his association with them, especially if there is any danger of that association becoming public knowledge. He may contact them again if he has another dirty job that needs doing, or he may decide to ensure the secrecy of the operation, and hire an assassin to kill them.

As well as Oldenhaller, the characters also know several members of the powerful Valantina gang; the gang's attitude to the characters will depend largely on how the characters have behaved in the Valantina area of the Asylum.

They also know all the surviving members of the Huydermans gang - if they helped them break out of the Asylum, the Huydermans will probably regard them as friends, and may be prepared to do them various not-strictly-legal favours. On the other hand, the characters are now the only non-gang members in Nuln who know how to get into the Asylum, and the Valantinas and/or the Huydermans may regard them as a threat to security.

And, of course, the cultists still want the gem. The characters may well find themselves hounded by dagger-wielding fanatics for a while, until the cultists realise that the stone is now in Oldenhaller's possession. This raises a new realm of possibilities. Will the cultists try to kill Oldenhaller? Why does he want the stone? Is he really a cultist? Is he a member of a rival cult? An imaginative GM will be able to develop the story which begun in **The Oldenhaller Contract** into a real epic.

Alternatively, the characters may well decide that Nuln is getting a little hot for them, and leave town. The GM might suggest that a trip down the river Reik will be relaxing, and move on to **The Enemy Within Campaign, Volume 1: Shadows over Bögenhafen.**

Character sheet

WARHAMMER™ FANTASY ROLE-PLAY

NAME	RACE	GENDER	CAREER CLASS	ALIGNMENT
Bianca	Wood Elf	Female	Academic	Good

AGE	HEIGHT	WEIGHT	HAIR	EYES	DESCRIPTION
65	5'10"	105lbs	Ash-blond	Green	

CURRENT CAREER	CAREER PATH	CAREER EXITS
Wizard's Apprentice	Wizard's Apprentice	Bawd, Entertainer, Gambler, Grave Robber, Tomb Robber, Charlatan, Wizard – Lvl 1

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
STARTER PROFILE	4	41	37	3	3	5	58	1	38	32	46	47	38	43
ADVANCE SCHEME						+1✓			+10		+10		+10	
CURRENT PROFILE						6								

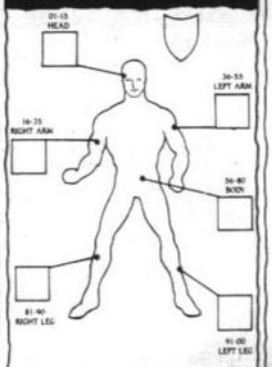
HAND TO HAND WEAPONS	I	WS	D	PY
Dagger	+10	–	-2	-20

MISSILE WEAPONS	S	L	E	ES	Load

ARMOUR	Loc	ENC

SKILLS	
Arcane Language – Magick	
Cast Spells – Petty Magic	
Dance	
Excellent Vision	
Night Vision	30yds
Read/Write	
Secret Language – Classical	

ARMOUR POINTS



SKILLS

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•BIANCA•

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SPELLS	SL	MP	R	D	INGREDIENTS	EFFECT
Glowing Light	P	1/hr	T	1 hr	Any object	Creates light equivalent to lamp
Sleep	P	2	T	D6 t	Piece of down	Roll to hit – victim saves vs. WP or is slept

FATE POINTS 2

MAGIC POINTS

POWER LEVEL 6

EXPERIENCE

EQUIPMENT/TRAPPINGS	Loc	ENC
Ordinary Clothes		
Pouch with enough down for 20 castings	belt	2
Purse	belt	1
Slingbag with		5
blanket,		10
writing equipment		5
TOTAL		23

MOVEMENT RATE	Yds./ 10 SECS	Yds./ Min.	M.P.H.
CAUTIOUS	8	48	1 3/4
STANDARD	16	96	3 1/2
RUNNING	64	384	14 1/4

LANGUAGES
Fan-Eltharn
Old Worlder

PSYCHOLOGY & HEALTH

INSANITY POINTS

BACKGROUND

Place of Birth: Laurelorn Forest
Parents Occupation:
Family Members:

Social Level: O Religion

WEALTH	Loc	ENC
5 Gold Crowns	Purse	2 1/2
TOTAL		25 1/2

COMPANIONS & ANIMALS	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel

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Character sheet

WARHAMMER™ FANTASY ROLE PLAY

NAME	RACE	GENDER	CAREER CLASS	ALIGNMENT
JODRI	DWARF	MALE	WARRIOR	NEUTRAL

AGE	HEIGHT	WEIGHT	HAIR	EYES	DESCRIPTION
51	4'10"	155 lbs	ORANGE	COPPER	TATTOOS

CURRENT CAREER	CAREER PATH	CAREER EXITS
TROLL SLAYER	TROLL SLAYER	GIANT SLAYER

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
STARTER PROFILE	3	42	21	3	4	7	23	1	21	29	54	48	39	25
ADVANCE SCHEME		+10	+10	+1		+4	+10	+1/	+10			+20		
CURRENT PROFILE								2						

HAND TO HAND WEAPONS	I	WS	D	PY
TWO-HANDED AXE	-10	–	+2	–
DAGGER (in BOOT)	+10	–	-2	-20

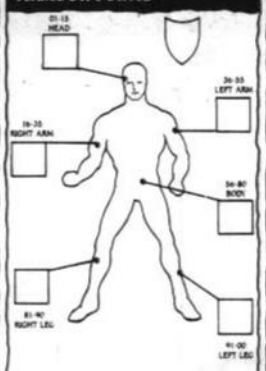
MISSILE WEAPONS	S	L	E	ES	Load

ARMOUR	Loc	ENC

SKILLS	
DISARM	
DODGE BLOW	
LUCK	D6 times a day
MINING	
ACUTE HEARING	+10/2 yds to LISTEN
SPECIALIST WPN - 2-HANDED WPNS	
SMITHING	
STREET FIGHTER	No mods to unarmed combat

SKILLS	
STRIKE MIGHTY BLOW	+1 S
NIGHT VISION	30 yds

ARMOUR POINTS



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•JODRI•

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SPELLS	SL	MP	R	D	INGREDIENTS	EFFECT

FATE POINTS: 2

MAGIC POINTS:

POWER LEVEL:

EXPERIENCE:

EQUIPMENT/TRAPPINGS	Loc	ENC
Ordinary Clothes - fur jacket, belt, breeches, boots		
Sack with		7
Tankard		5
Cutlery		2
Tinderbox		5
TOTAL		

MOVEMENT RATE	Yds./ 10 SECS	Yds./ Min.	M.P.H.
CAUTIOUS	6	36	1¼
STANDARD	12	72	2¾
RUNNING	48	288	10¾

LANGUAGES: KHAZALID, OLD WORLDER

PSYCHOLOGY & HEALTH: HATES GOBLINS, ORCS, AND HOBGOBLINS

INSANITY POINTS:

BACKGROUND

Place of Birth: GREY MOUNTAINS

Parents Occupation:

Family Members:

Social Level: -| Religion

WEALTH	Loc	ENC
5 Gold Crowns		2½
TOTAL		2½

COMPANIONS & ANIMALS	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel

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Character sheet

WARHAMMER™ FANTASY ROLE-PLAY

NAME	RACE	GENDER	CAREER CLASS	ALIGNMENT
MELLORY	HUMAN	MALE	RANGER	NEUTRAL

AGE	HEIGHT	WEIGHT	HAIR	EYES	DESCRIPTION
35	6'0"	169lbs	LT. BROWN	HAZEL	HOOK NOSE

CURRENT CAREER	CAREER PATH	CAREER EXITS
HUNTER	HUNTER	DRUID, OUTLAW, SCOUT

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
STARTER PROFILE	4	30	36	3	3	5	37	1	28	29	26	35	34	36
ADVANCE SCHEME			+20	+1		+2	+10						+10	
CURRENT PROFILE						6								

HAND TO HAND WEAPONS	I	WS	D	PY
HAND AXE				

MISSILE WEAPONS	S	L	E	ES	Load
SHORT BOW	16	32	150	3	–

ARMOUR	Loc	ENC

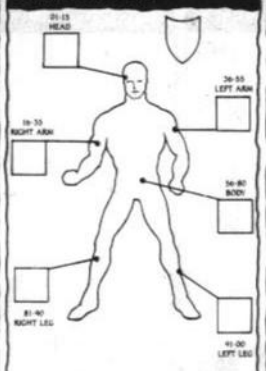
SKILLS

- AMBIDEXTROUS
- DRIVE CART
- CONCEALMENT – RURAL
- FOLLOW TRAIL
- GAME HUNTING
- IMMUNITY TO POISON
- SCALE SHEER SURFACE

SKILLS

- SECRET LANGUAGE – RANGER
- SECRET SIGNS – WOODSMAN'S
- SILENT MOVE – RURAL
- NIGHT VISION 8 yds

ARMOUR POINTS



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•MELLORY•

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SPELLS	SL	MP	R	D	INGREDIENTS	EFFECT

FATE POINTS: 2

MAGIC POINTS:

POWER LEVEL:

EXPERIENCE:

EQUIPMENT/TRAPPINGS	Loc	ENC
Ordinary Clothes - Cloak, Tunic, Belt, Breeches, Boots		
Backpack with		20
Tankard,		5
Cutlery,		2
Tinder box		5
Water Flask		5
Quiver with		15
12 Arrows		24
TOTAL		76

MOVEMENT RATE	Yds./10 SECS	Yds./Min.	M.P.H.
CAUTIOUS	8	48	1¾
STANDARD	16	96	3½
RUNNING	64	384	14¼

LANGUAGES: Old Worlder

PSYCHOLOGY & HEALTH

INSANITY POINTS

BACKGROUND

Place of Birth: Grudborg

Parents Occupation:

Family Members:

Social Level: Religion

WEALTH	Loc	ENC
9 Gold Crowns		4½
TOTAL		80½

COMPANIONS & ANIMALS	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel

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Character sheet

WARHAMMER™ FANTASY ROLE PLAY

NAME	RACE	GENDER	CAREER CLASS	ALIGNMENT
SOHO	HALFLING	MALE	ROGUE	NEUTRAL

AGE	HEIGHT	WEIGHT	HAIR	EYES	DESCRIPTION
24	3'8"	100lbs	MED BROWN	LT BROWN	

CURRENT CAREER	CAREER PATH	CAREER EXITS
THIEF - BURGLAR	BURGLAR	BODYGUARD, FENCE

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
STARTER PROFILE	3	28	33	3	2	5	50	1	34	22	27	19	28	42
ADVANCE SCHEME		+10	+10			+2	+10		+10					+10
CURRENT PROFILE			43											

HAND TO HAND WEAPONS	I	WS	D	PY
SWORD				

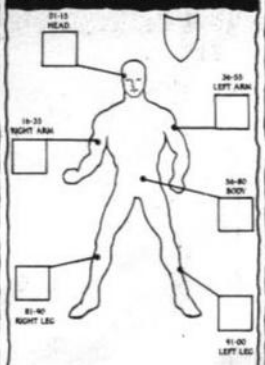
MISSILE WEAPONS	S	L	E	ES	Load

ARMOUR	Loc	ENC

SKILLS
CONCEALMENT – URBAN
COOK
EVALUATE
PICK LOCK
SCALE SHEER SURFACE
SECRET LANGUAGE – THIEVES' TONGUE
SECRET SIGNS – THIEVES' SIGNS

SKILLS	
SILENT MOVE – RURAL	
SILENT MOVE – URBAN	
SPOT TRAP	
NIGHT VISION	20yds

ARMOUR POINTS



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•SOHO•

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SPELLS	SL	MP	R	D	INGREDIENTS	EFFECT

FATE POINTS: 3

MAGIC POINTS:

POWER LEVEL:

EXPERIENCE:

EQUIPMENT/TRAPPINGS	Loc	ENC
Black, hooded tunic		
Belt, Breeches, Boots		
Sack		7
Lockpicking Tools		20
Rope - 10 yards		100
TOTAL		

MOVEMENT RATE	Yds./ 10 SECS	Yds./ Min.	M.P.H.
CAUTIOUS	6	36	1¼
STANDARD	12	72	2¾
RUNNING	48	288	10¾

LANGUAGES: Old Worlder

PSYCHOLOGY & HEALTH

INSANITY POINTS

BACKGROUND

Place of Birth: The Moot
Parents Occupation:
Family Members:

Social Level: -1 Religion

WEALTH	Loc	ENC
12 Gold Crowns		6
TOTAL		

COMPANIONS & ANIMALS	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel

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APPENDIX 1:
TYPICAL BUILDINGS OF THE OLD WORLD

•BUILDINGS OF THE OLD WORLD•

There are many types of building found in the Old World, the ones that follow are only a sample. These buildings are meant as guides and not as definitive descriptions of their kind. Many variations of these buildings exist and you should feel free to amend them as you see fit or to use them as inspiration for designing your own buildings. However, you only really need maps of this complexity when running detailed adventures inside buildings. When your players are simply travelling along the road, it is not necessary to have a map for each inn, toll house or way temple they call at. All you need to do is refer to the maps here and describe the building in general terms. Quite often the layout of a building will be irrelevant.

The description of the coaching inn provides details of individual rooms, whereas the rooms on the other maps have simply been labelled "bedroom, bar, stables" and so on but, once you have read the description of the inn, the function of any room should be apparent.

•COACHING INNS•

Coaching inns are found throughout the Old World. They serve a number of important functions - acting as stopping places for weary travellers, and allowing coaching companies to change horses during journeys and to repair any damaged coaches. Coaching inns are also used by the Road Wardens as temporary bases and as holding cells for any criminals captured on the road. In times of unrest, coaching inns act as defences for the local populations who flock behind their stout walls to avoid rampaging mercenaries or goblins. But in more peaceful times, coaching inns are a welcome place for weary travellers to rest.

Coaching inns are usually independently owned, but chains of inns owned by the same family can often be found on the well travelled routes. The owners of the inns make their livings not only from their paying guests, but also from rents from the various coaching companies that use their facilities, and from a small fee paid by the Road Wardens.

The map shows a medium size inn; some inns are far larger while others consist of nothing more than a bar, a few bedrooms and a stable.

•OCCUPANTS•

Coaching inns employ various types of staff including cooks, bar-staff, stable hands and occasionally guards. The numbers of such staff varies greatly, sometimes they are staffed entirely by the owner's family and other times by hired hands from a local village. An inn of this size would be run by a landlord who oversees one or two bar staff, a cook assisted by a scullion, a couple of servants to clean the rooms, two grooms, and a gateman who doubles as the blacksmith .

•DOORS•

All doors can be locked and often are - one cannot be too careful considering the kinds of folk who travel the roads these days. Generally only those doors that passengers are likely to use are left unlocked.

•1. OUTER WALL•

The majority of inns outside of the major cities have a defensive wall of some description. Depending on their location, they are either made from stone or wood and are often 8-12 feet high. Entrance is via one or two gates that lead to the road. The gates are normally open unless the landlord has reason to expect trouble from outside. In wilderness areas where rampaging monsters are common, the gates are always closed and barred. Coachman wishing to enter for the night blow their horn to alert the occupants to their presence.

•2. GATEMAN•

A gateman is generally on call at all times of the day and night to see to any arriving or departing coaches. The gateman meets a coach as it arrives and directs the driver to an available stable.

•3. COURTYARD•

The courtyards are paved and act as areas for general horse grooming and coach repairs. Some inns have sunken pits in the courtyards which are used as lock-ups by the Road Wardens. An iron grate fastened over the top stops any prisoners from escaping and ensures them a very uncomfortable stay, particularly if it rains.

•4. BAR ROOM•

This is the area that travellers most often frequent. In the bar room, travellers are able to relax and sample the inn's food and beverages. The bar room is also where the landlord is most likley to be found - overseeing the service of the staff or waiting on tables.

•5. STABLES AND COACH HOUSE•

Here the grooms employed by the landlord stable and look after the horses. In bad weather and during the winter months, coaches are placed undercover in the coach-house, otherwise they are usually left out in the yard.

•6. SMITHY•

A blacksmith/cartwright who, in smaller establishments doubles as a groom, barman and so on, works here.

•7. STORES•

Goods transported by the coaching companies can be left here for the night, It is common practice for passengers' luggage to be stored here as well, although many landords refuse to take responsibility for any thefts that may occur during the night, it is at least safer than leaving luggage with the coach. Travellers are advised to keep their valuables with them at all times.

•8. BREWHOUSE•

It is common practice for coaching inns to brew their own beer on the premises, a custom favoured by travellers as each new inn brings a new type of beer to enjoy.

•9. COMMON ROOM•

This is a large bedroom capable of sleeping up to 20 guests in beds and more on the floor. Dormitories are usually ser-

vicable and clean, but they are often noisy places, especially when full of snoring, drunken travellers. Dormitories are frequently used by poorer travelers as their average cost per night is only 3/- per traveller (2/- without a bed).

•10. BEDROOMS•

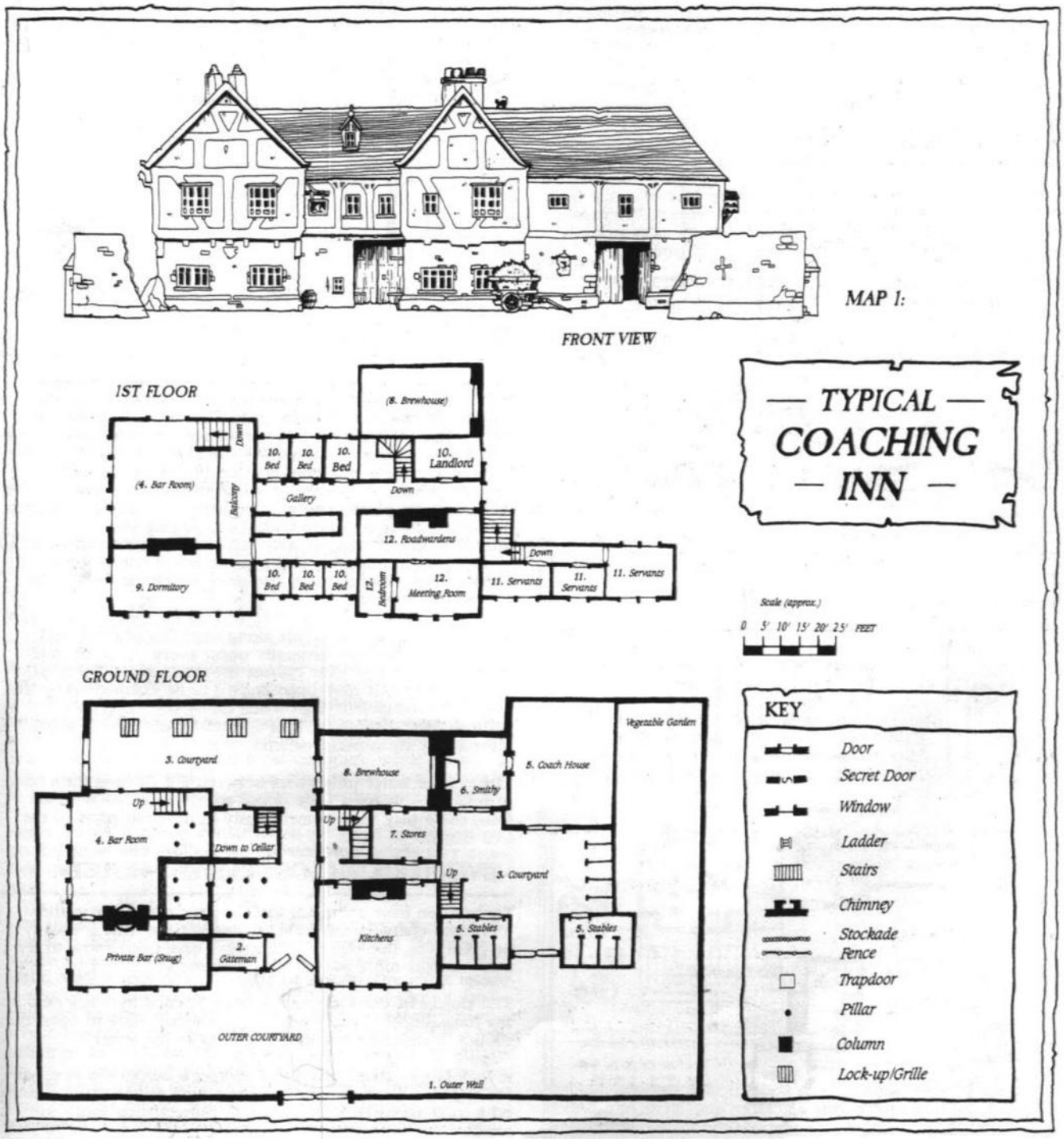
These rooms offer privacy and comfort, being better furnished than the dormitories. Each room sleeps two comfortably, but four can be accomodated by sharing beds. The average cost of a bedroom is 30/- per night.

•11. SERVANTS QUARTERS•

The inn's servants sleep here. Often visiting coachmen are put up here for the night, although some inns make bedrooms or the dormitory available to them - providing the inn is not too crowded.

•12. ROAD WARDENS•

Many inns have a couple of rooms used by the Road Wardens. This is often a mutual arrangement - the Road Wardens gain beds for the night and a place to perform their administrative functions while the landlord gains the protection of the Wardens' presence.



•TOLL GATES•

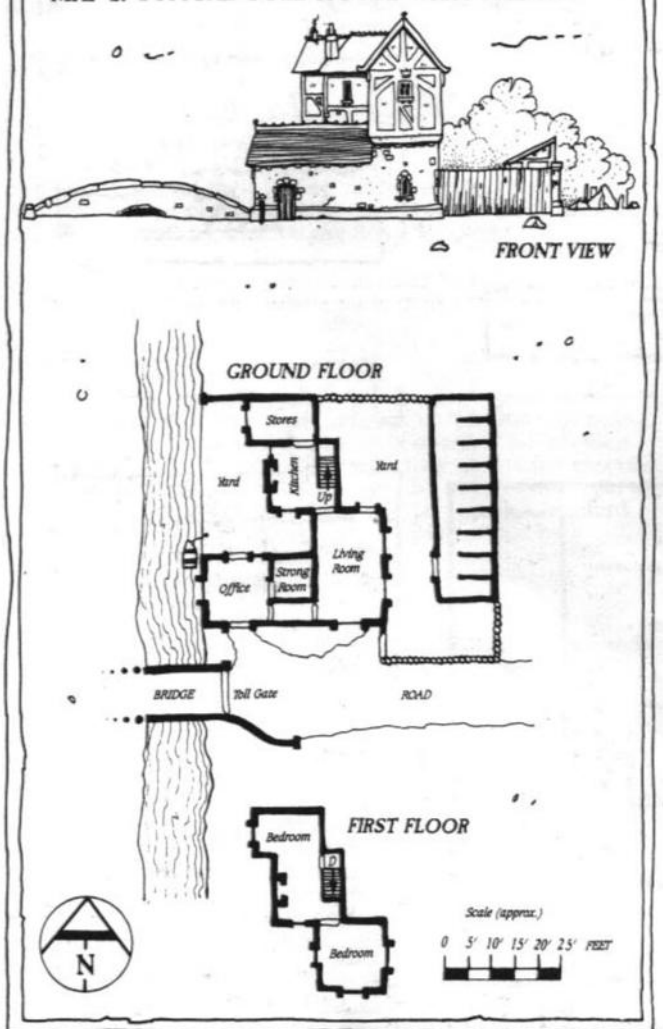
Toll gates are found along all major roads, they are often maintained by a local lord or sometimes a town or merchant enterprise. On average, toll gates occurr every 20-40 miles and are usually positioned so that they cannot be easily avoided by travellers - on river bridges, next to swamps or boggy ground, in areas of rocky ground or a defile are all good spots for toll gates. Where natural barriers do not exist, it is normal for a wall to be bulit or boulders to be liberally sprinkled at the side of the road to impede the passage of any coaches and wagons attempting to dodge the toll.

The cost of a toll is generally 1 Crown per leg, but this varies from area to area. Some lords are more greedy than others and try to milk as much cash from road users as possible. On well travelled routes prices are often reduced to encourage even more road traffic.

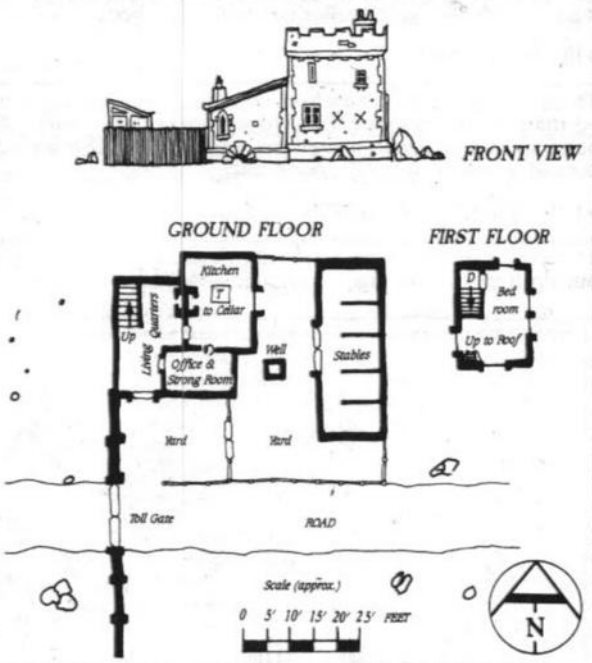
•TOLL HOUSES•

Toll houses are sturdily built structures designed to protect their inhabitants from outside attack. Often a toll house contains a couple of toll keepers and possibly a few servants. In dangerous areas more toll keepers will be present and they will have armour and weapons to hand in case of attack from maurading bandits or irate road users. As with coaching inns, toll houses are frequently used by Road Wardens as stopping places and as temporary holding areas for prisoners.

MAP 2: TYPICAL TOLL HOUSE WITH BRIDGE!



MAP 3: TYPICAL TOLL HOUSE & GATE



•RIVERS AND CANALS•

In The Empire in particular, water travel is very common. Vast numbers of ships and boats ply the waterways of the Old World, and as with the roads there are tolls to be paid for passage. Along narrow waterways and canals, tolls are collected at locations where vessels can be easily halted. Swing bridges or locks being very popular places for the collection of tolls. Where the course or width of the river prevents this, a strategically placed castle (complete with catapults, ballistas or bombards) is very effective in convincing shipping to stop and pay any tolls. Tolls in these instances tend to be fairly high as maintaining a castle is not cheap. Other areas employ booms across the river which can be winched or towed out of the way.

The frequency of toll points along stretches of rivers and locks varies, but they generally occur every 20 or 30 miles. Where a section of river crosses the lands of a number of land-owners, tolls have been known to be charged every few miles. This behaviour is frowned on by the Imperial authorities and some form of common agreement is usually inforced by an Imperial official.

The cost of water tolls varies between 1-4 Crowns for a barge to 6-12 Crowns for a large ocean going vessel. As with all tolls, these may vary tremendously in different parts of the Old World.

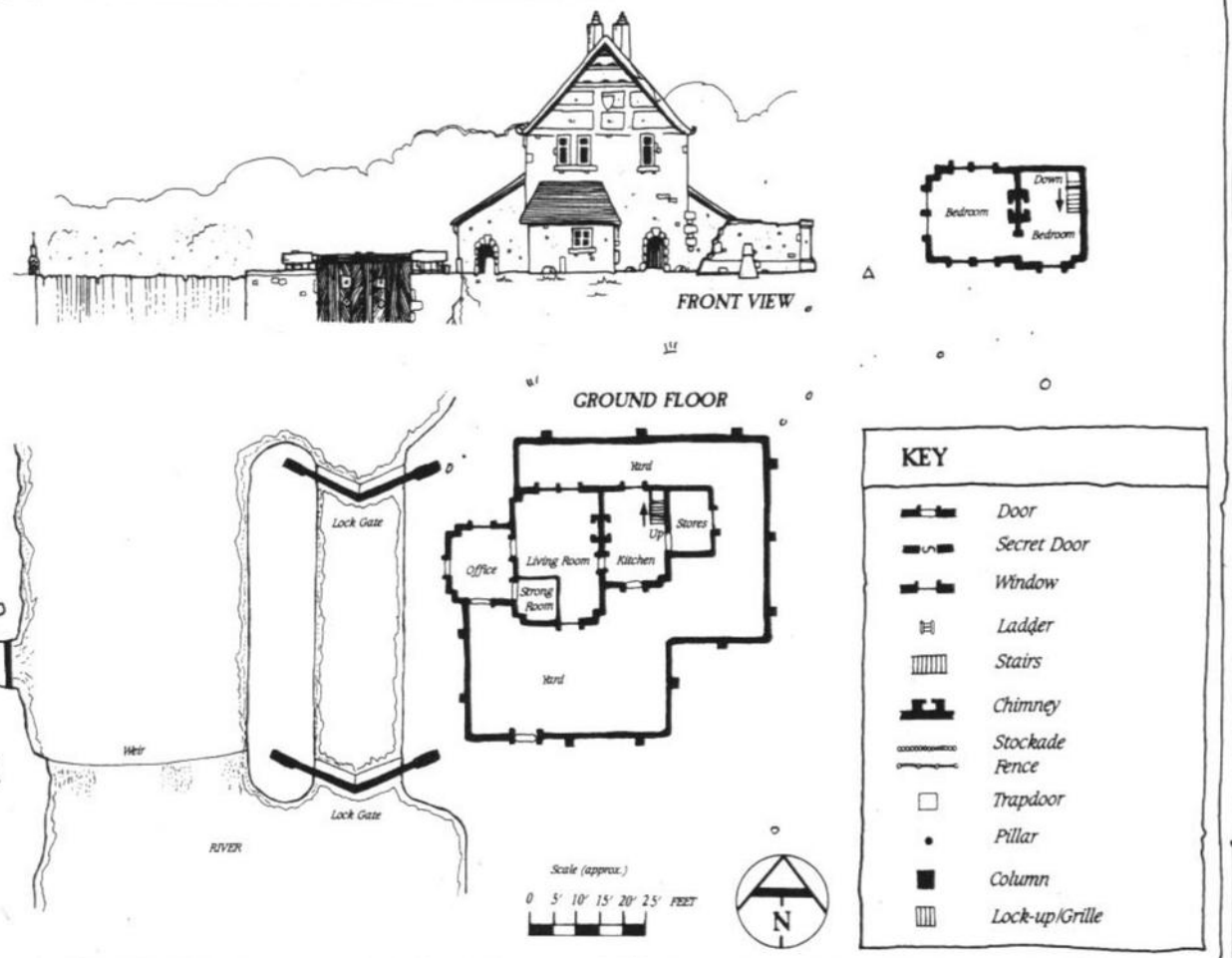
•RIVER LOCK and LOCK-KEEPER'S HOUSE•

Locks often have attendant lock-keepers who operate the locks and charge a toll from passing vessels. This is usually 1 or 2 Crowns, but greedy lock-keeprs have been know to try and wheedle more out of their customers.

The sluices of the locks can only be opened by a key held by the lock-keeper. Once unlocked, a winch is used to open the sluices in the gates and alter the level of the water.

A lock-keeper's house is home to a lock-keeper's family, but in dangerous areas or areas where a high toll is charged, armed guards are often in residence to protect their lord's interest.

MAP 4: TYPICAL RIVER LOCK & LOCK-KEEPER's HOUSE



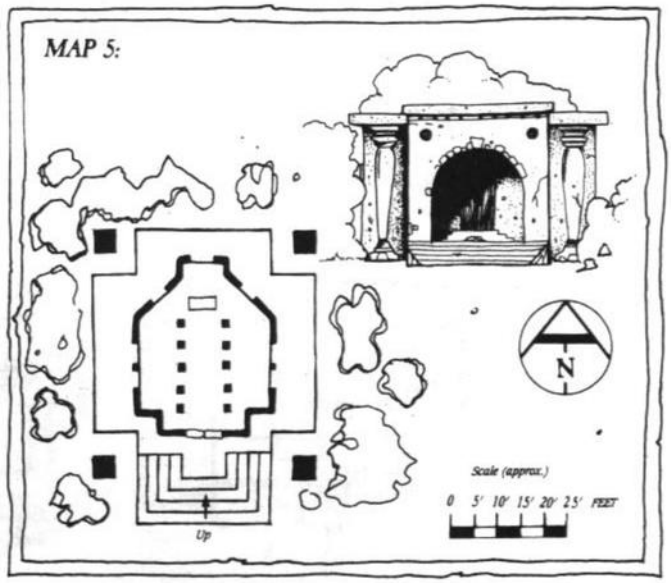
•WAYSIDE SHRINE•

Wayside shrines are a common sight on the roads and riversides of the Old World. They are generally built and maintained by the inhabitants of a nearby settlement, but may also depend on the donations of travellers for their upkeep. They may be dedicated to various deities; in wild places shrines to Taal or to Taal and Rhya are most common, while elsewhere they may be dedicated to one or more of the local deities or to a national deity such as Sigmar Heldenhammer.

Some details of shrine construction are given in the section on **Religion and Belief**, but construction details vary considerably. The plan given here may be used for any wayside shrine.

The shrine stands on a stone plinth about three feet high, at one side of the road or river. At each corner of the plinth stands a column or statue, and the shrine itself is built of stone, with a roof of stone, slate or thatch. The space inside is small and unfurnished except for pillars supporting the roof and an altar or statue, and the shrine serves as a place where travellers can shelter from bad weather, pray and make offerings. In some shrines, offerings may be made by dropping coins through small holes in the altar or floor; these lead to pits from which the offerings are collected from time to time by those people who are responsible for the shrine's maintenance. The offering pits can usually only be reached through concealed or trapped panels somewhere in the shrine, and characters robbing a shrine may well incur the wrath of the deity concerned.

MAP 5:



•WAY TEMPLES•

The Way Temples of the Old World supplement the service provided by the coaching inns. Way Temples are situated along roads and rivers, and combine the role of inn and temple. As well as providing food and shelter for travellers, they are fully-fledged temples where travellers can pray and seek religious guidance. They make no charge for their services, but it is expected that travellers will make an offering according to their means in exchange for the hospitality that they receive.

Way Temples usually take the form of two-storey buildings surrounded by a strong wall. The gates are wide enough to admit a cart or coach, and stabling is provided within the compound. The ground floor is taken up by the temple and kitchens, and accommodation for priests and travellers is on the upper floor. Servants' accommodation is generally above the stables.

As well as the two or three priests who are responsible for running the temple, Way Temples are manned by up to six armed guards; a period of service at a Way Temple is a common penance for the followers of certain deities.

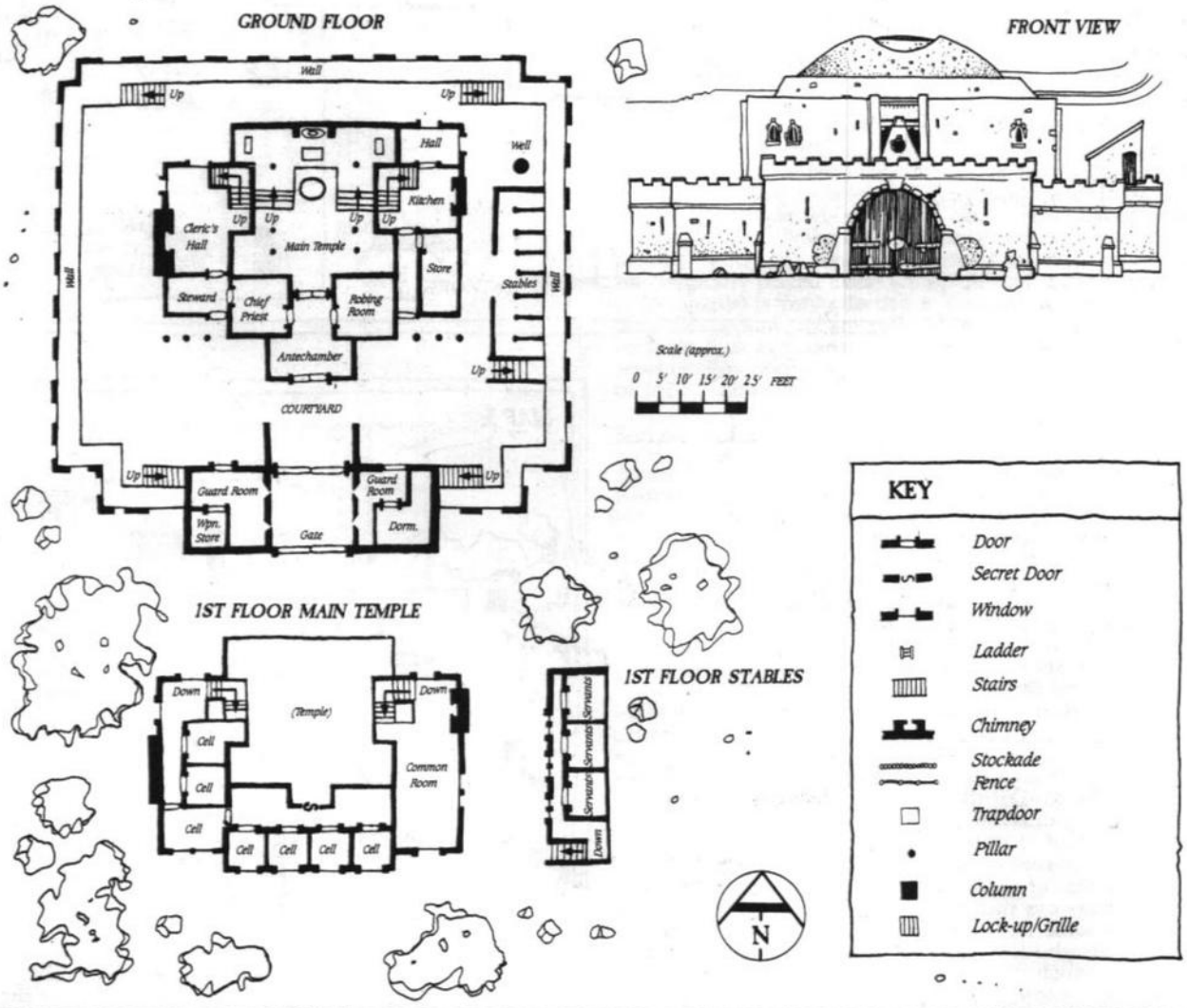
•TYPICAL FARMSTEAD•

Most Empire farmsteads occupy lonely spots away from the main thoroughfares of the land. They are owned and worked by one family and its retainers, although a few communities of individuals have been known in border districts. The living accommodation is spartan and simple, with rooms for the senior members of the family, and space in the stables and barns for retainers.

Farmsteads are partially fortified, with a wall made from wooden posts, or a palisade atop an earthwork. The most sophisticated will have stone buildings, and possibly even a drystone wall up to 12 feet high. Various other defences, including ditches, appear in different locations.

Within the walls, there will be one or more open areas, onto which the living quarters, barns and other outbuildings open. All the doors and windows of the various buildings will open into these courtyards. There are walkways along the walls and missile platforms on the roofs of the buildings. Nearly all farmsteads supplement this with some kind of watchtower, which provides a vantage point for bowmen, and a means for sighting the approach of an enemy so that stock and

MAP 6: TYPICAL WAY TEMPLE



members of the communities can be brought inside. Where there is another farmstead in sight, a signal beacon will also be here.

The farmstead shown below is fairly sophisticated. This is the home of the Meier family, built thirteen years ago in the hills above the mining village of Weisbruck. The wall surrounds all the buildings, two courtyards and some high-fenced stock pens. In addition to the tower, there is also a stout-walled gatehouse overlooking the main entrance. The walls of the buildings are linked by 12 foot high wooden fencing, and all the entrances give onto the two courtyards, with accessible roofs for archers. The family lives in moderate comfort - with bedrooms for the master, Matthias, his lady, Erika and their daughters. The family's sons and retainers sleep in the high-ceilinged Main Hall and Kitchen. The blacksmith lives with his family and assistants in the smithy which adjoins the stables.

In all, thirty-three people live here, raising sheep and cattle which are periodically taken the ten miles down to Weisbruck for slaughter. Along with Matthias, Erika and four children, there are the smith, Gand, and his two children, twelve hired field hands who are all capable of wielding weapons, and four household staff with their dependents. Matthias has had no trouble in the thirteen years that he has been in this place, but he recognises that there are dangers lurking in the hills, and is always on his guard. This does not include denying shelter to passing travellers.

•TYPICAL REIKLAND VILLAGE•

The map on page 335 shows the lay-out of a typical village that could be found just about anywhere within the Reikland province of The Empire. For the purposes of this description, it has been located on a tributary of the river Reik, near the town of Grünburg, about 70 miles from Altdorf. Since its position is not shown on the map of The Empire, you may re-locate it at any other convenient location. In any case, it should serve as a guide for you to design your own villages.

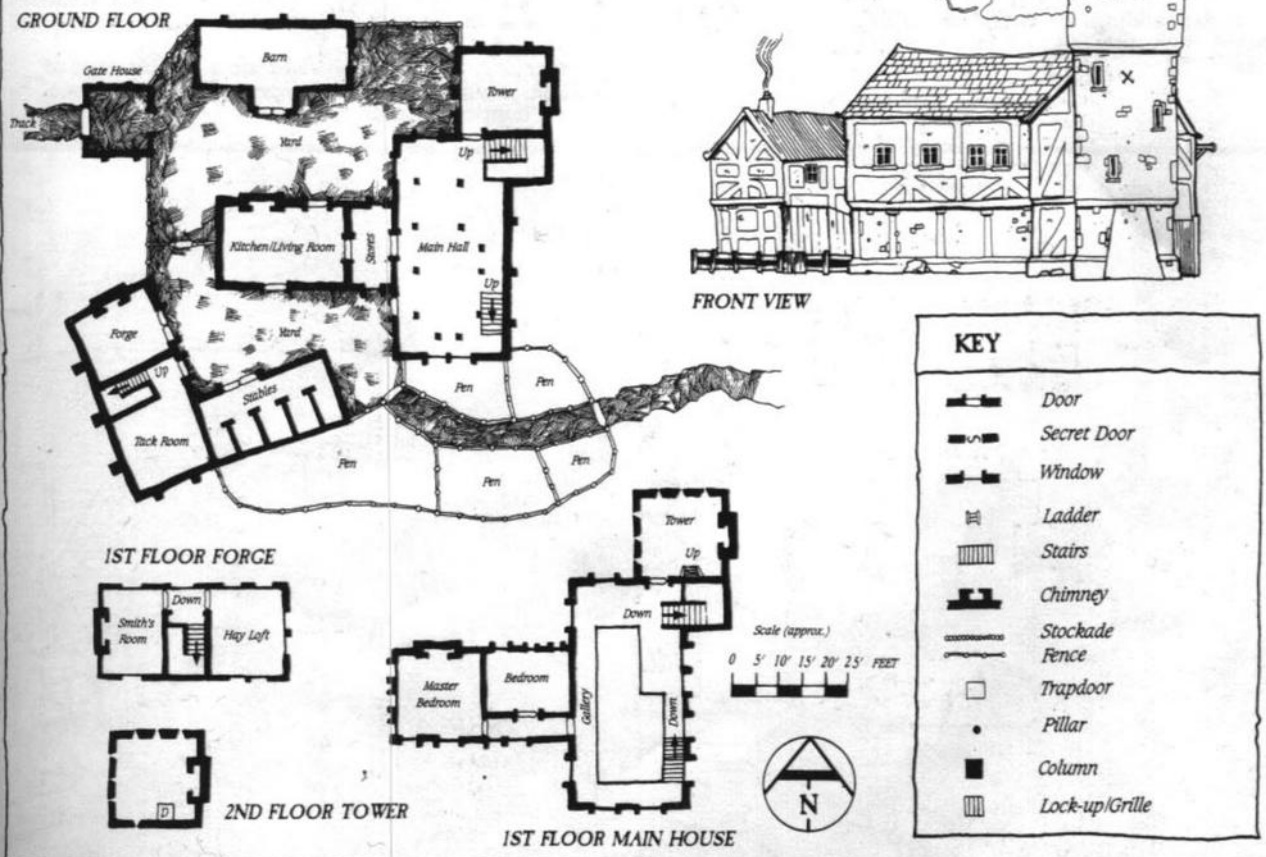
•VILLAGE SITES•

All settlements of this kind require some source of fresh water, and the example described here was built around the river Frisch, a minor tributary of the Reik. Other villages might be built on the banks of a small lake, or may simply draw their water from some underground source via a number of wells.

•FORTIFICATIONS•

Since most of The Empire is covered by vast areas of untamed forest which is inhabited by all manner of wild and unfriendly creatures from huge bears to goblinoids and even Chaos Beastmen, all villages are usually protected by some sort of defensive wall and/or ditch. The village of Kleindorf is fortunate enough to have both. The protection is made from a combination of dry stone walls, log palisades, and picket fences - hardly enough to deter an organised assault,

MAP 7: TYPICAL FARMSTEAD



but sufficient to delay raids by bandits, and to keep out any marauding wild animals

•INHABITANTS•

The population of a village may be set by the GM, or determined randomly by rolling 10D10 (cf **The World Guide**- *Settlement Patterns in the Old World*). In the case of Kleindorf, there are 74 villagers, comprising 31 adult females, 27 adult males, and 16 children. There is no real formal administration or government, but taxes and rent may be levied by the Council of the nearby town of Grünburg on whom the village depends both for protection and for markets for its produce. In times of need, meetings may be held on an ad hoc basis either in the village temple (dedicated to Sigmar Heldenhammer in this case - see **Religion and Belief**), or the Haywain Inn, and chaired by one of the older and wealthier villagers - usually Herr Braun (the village miller), or Frau Weisskopf, the Priestess of the Temple.

•THE WATCH•

There is no organised militia as such, although the villagers may occasionally be required to provide some manpower for Grünburg's militia, in lieu of some financial obligation. As far as defending Kleindorf itself goes, each family takes it in turn to provide a watchman for the two gates to the village, sited across the only real road.

•BUILDINGS•

In addition to the rambling inn and somewhat decrepit temple, the village boasts a grain mill, powered by a rickety water wheel; three large farmhouses; plus various artisans; there is even a local herbalist and fisherman.

Most of the buildings are built in typical Reikland style - half-timbered, with thatched roofs and wooden outhouses and lean-tos.

The Haywain Inn forms one side of the village green and stands just by the narrow stone bridge over the Frisch. It is similar in lay-out to the Coaching Inn described on the preceeding pages, but not as well maintained or furnished. There are stables for half-a-dozen horses, and assorted accommodation for the few travellers that pass this way. Prices are below average (see *The Consumer Guide*), but then so is the service. Ale is brewed on the premises, and the food tends to be home-cooked, local produce. The staff comprises Herr Obers, his wife, two daughters, and an old retainer.

Standing around the village green, with its charming carp-pond, are the cottages of Kleindorf's assorted artisans. There are a blacksmith/metalworker, a carpenter/cartwright, a leatherworker, and a furrier.

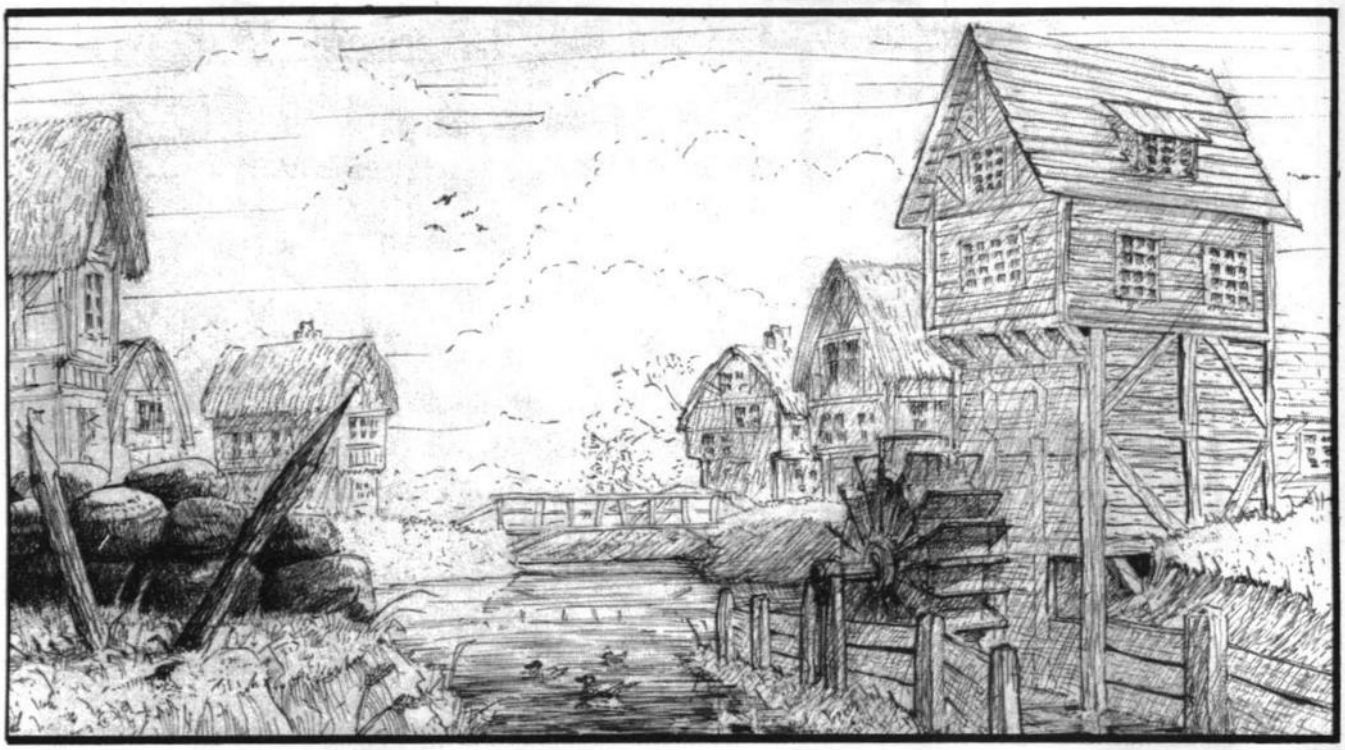
The three large farmhouses of the village house the community's largest and most respected families - the Bruckners, the Hildebrands, and the Dübers. Each family owns an assortment of livestock, including a few cattle, maybe half-a-dozen sheep, two or three goats, and a dozen or so chickens. The Hildebrands even have four horses. In addition, each family is responsible for the cultivation of several fields of crops, located on both sides of the village walls.

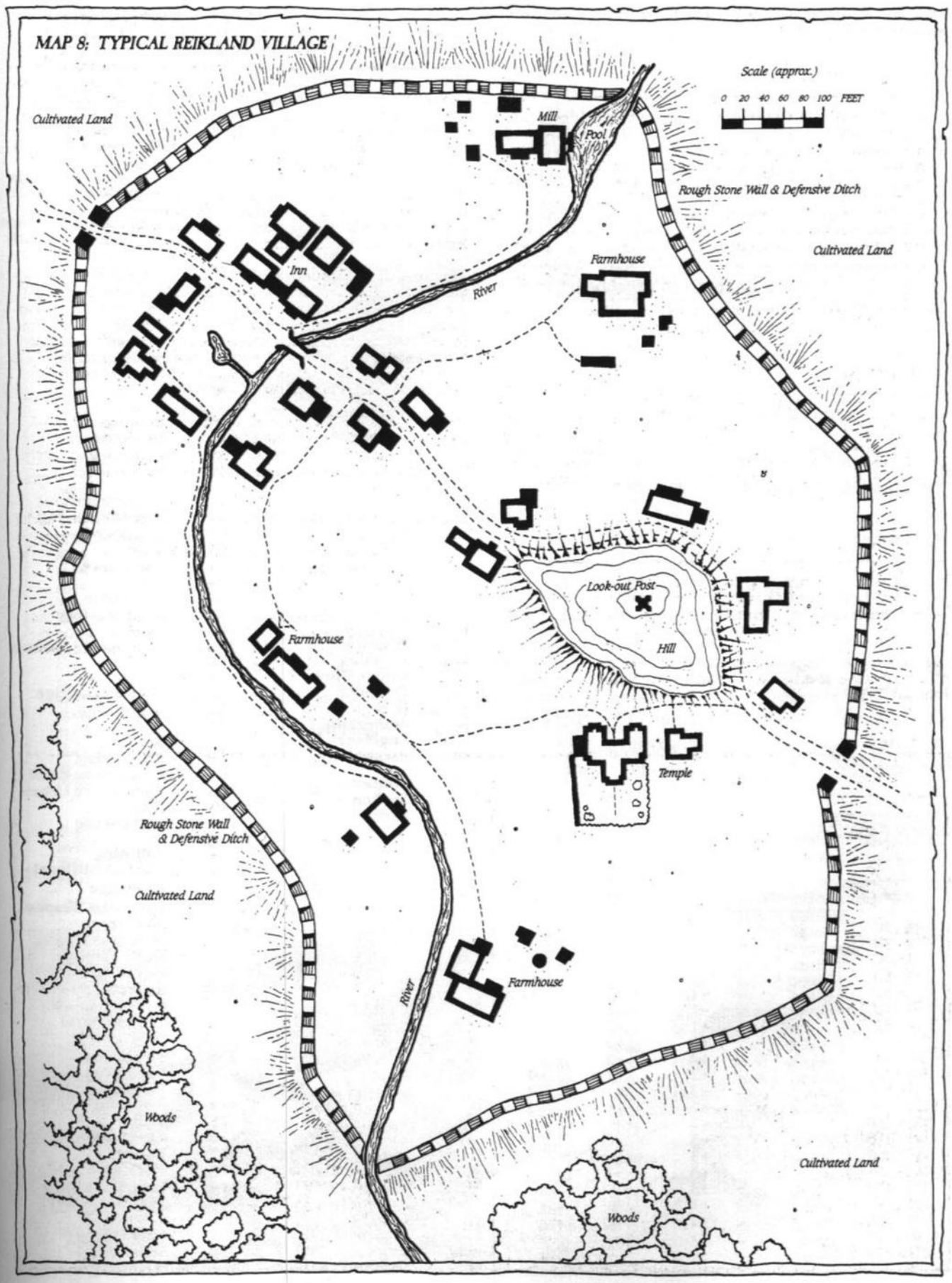
Herr Braun is the local miller, and oversees the grinding of corn grown both by Kleindorf farmers, and local farmsteaders. A plump, jolly figure, much respected by the locals, he takes a keen interest in the affairs of the whole neighbourhood.

The only other building of any distinction in Kleindorf is the stone temple dedicated to Sigmar Heldenhammer. Its priestess is the aging Frau Weisskopf, and she is assisted by two young village lads who regard the education she provides as a potential ticket to more exciting things in the great city.

A small beacon is maintained on top of the only significant high ground in Kleindorf, and if rumours seem to warrant it, a watch will be kept here for the approach of any trouble-makers. Most of the time it is deserted.

The other occupants of the village are a combination of fisherfolk, small holders, and Ranger types - Woodsmen, Hunters, Trappers, and the like.




MAP 8: TYPICAL REIKLAND VILLAGE
Scale (approx.)
0 20 40 60 80 100 FEET
Cultivated Land
Mill
Pool
Rough Stone Wall & Defensive Ditch
Cultivated Land
Inn
River
Farmhouse
Look-out Post
Hill
Farmhouse
Temple
Rough Stone Wall & Defensive Ditch
Cultivated Land
River
Farmhouse
Woods
Cultivated Land
Woods

•CHARTS & TABLES•

•SUMMARY OF CHARACTER CREATION•

1 Decide race, gender and name for yourself
2 Note down languages spoken, and any racial abilities
3 Determine profile
4 Determine the character's age
5 Note alignment
6 Determine Fate Points
7 Select Career Class
8 Determine initial skills
9 Determine career
10 Note new skills, trappings and advance scheme.
11 Take a free advance.

CHARACTER RACE				
	MAN	**ELF**	**DWARF**	**HALFLING**
M	D3+2	D3+2	D2+2	D2+2
WS	2D10+20	2D10+30	2D10+30	2D10+10
BS	2D10+20	2D10+20	2D10+10	2D10+20
S	D3+1	D3+1	D3+1	D3
T	D3+1	D3+1	D3+2	D3
W	D3+4	D3+3	D3+5	D3+3
I	2D10+20	2D10+50	2D10+10	2D10+40
A	1	1	1	1
Dex	2D10+20	2D10+30	2D10+10	2D10+30
Ld	2D10+20	2D10+30	2D10+40	2D10+10
Int	2D10+20	2D10+40	2D10+20	2D10+20
Cl	2D10+20	2D10+40	2D10+40	2D10+10
WP	2D10+20	2D10+30	2D10+40	2D10+30
Fel	2D10+20	2D10+30	2D10+10	2D10+30

•SKILLS•

Age	Human	Elf	Dwarf	Halfling
16 - 20	-	-	-	-
21 - 30	+1	-	-	-
31 - 40	+2	-	-	+1
41 - 50	+1	+1	+1	+1
51 - 60		+1	+1	+1
61 - 70	-1	+1	+1	+1
71 - 80	-2	+1	+2	-
81 - 90		+1	+2	-
91 - 100		+2	+2	-
101 - 110		+2	+1	-1
111 - 120		+2	+1	-1
121 - 130		+2	+1	-2
131 - 140		+2	-	-2
141 - 150		+3	-	
151 - 160		+3	-	
161 - 170		+3	-	
171 - 180		+3	-1	
181 - 190		+3	-1	
191 - 200		+2	-2	
201 - 210		+1		
211 - 220		-		

•INDEX TO THE SKILLS•

1 Acrobatics
2 Acting
3 Acute Hearing
4 Ambidextrous
5 Animal Care
6 Animal Training
7 Arcane Language
8 Art
9 Astronomy
10 Begging
11 Blather
12 Boat Building
13 Brewing
14 Bribery
15 Carpentry
16 Cartography
17 Cast Spells
18 Charm
19 Charm Animal
20 Chemistry
21 Clown
22 Comedian
23 Concealment Rural
24 Concealment Urban
25 Consume Alcohol
26 Contortionist
27 Cook
28 Cryptography
29 Cure Disease
30 Dance
31 Demon Lore
32 Disarm
33 Disguise
34 Divining
35 Dodge Blow
36 Dowsing
37 Drive Cart
38 Embezzling
39 Engineer
40 Escapology
41 Etiquette
42 Evaluate
43 Excellent Vision
44 Fire Eating
45 Fish
46 Flee!
47 Fleet Footed
48 Follow Trail
49 Frenzied Attack
50 Gamble
51 Game Hunting
52 Gem Cutting
53 Haggle
54 Heal Wounds
55 Heraldry
56 Herb Lore
57 History
58 Hypnotise
59 Identify Magical Artifact
60 Identify Plant
61 Identify Undead
62 Immunity to Disease
63 Immunity to Poison
64 Jest
65 Juggle
66 Law
67 Lightning Reflexes
68 Linguistics
69 Lip Reading
70 Luck
71 Magical Awareness
72 Magical Sense
73 Manufacture Drugs
74 Manufacture Magic Items
75 Manufacture Potions
76 Manufacture Scrolls
77 Marksmanship
78 Meditation
79 Metallurgy
80 Mime
81 Mimic
82 Mining
83 Musicianship
84 Night Vision
85 Numismatics
86 Orientation
87 Palmistry
88 Palm Object
89 Pick Lock
90 Pick Pocket
91 Prepare Poisons
92 Public Speaking
93 Read/Write
94 Ride
95 River Lore
96 Row
97 Rune Lore
98 Rune Mastery
99 Sailing
100 Scale Sheer Surface
101 Scroll Lore
102 Secret Language
103 Secret Sign
104 Seduction
105 Sense Magical Alarm
106 Set Trap
107 Shadowing
108 Silent Move Rural
109 Silent Move Urban
110 Sing
111 Sixth Sense
112 Smithing
113 Speak Additional Language
114 Specialist Weapon
115 Spot Traps
116 Stoneworking
117 Story Telling
118 Street Fighter
119 Strike Mighty Blow
120 Strike to Injure
121 Strike to Stun
122 Strongman
123 Super Numerate
124 Surgery
125 Swim
126 Tailor
127 Theology
128 Torture
129 Trick Riding
130 Ventriloquism
131 Very Resilient
132 Very Strong
133 Wit
134 Wrestling

•RANDOM SKILLS•

D12 first roll	D12 - second roll											
	1	2	3	4	5	6	7	8	9	10	11	12
1	1	2	3	4	5	6	7	8	9	10	11	12
2	13	14	15	16	17	18	19	29	21	22	23	24
3	25	26	27	28	29	30	31	32	33	34	35	36
4	37	38	39	40	41	42	43	44	45	46	47	48
5	49	50	51	52	53	54	55	56	57	58	59	60
6	61	62	63	64	65	66	67	68	69	70	71	72
7	73	74	75	76	77	78	79	80	81	82	83	84
8	85	86	87	88	89	90	91	92	93	94	95	96
9	97	98	99	100	101	102	103	104	105	106	107	108
10	109	110	111	112	113	114	115	116	117	118	119	120
11	121	122	123	124	125	126	127	128	129	130	131	132
12	133	134	- ROLL	AGAIN								

The number generated by the two die rolls is the number of the skill, from the alphabetical list above. When generating NPCs, feel free to reroll or ignore results which duplicate skills or which are unconvincing. Skills should be generated randomly only for NPCs - never for player characters.

WARRIOR SKILL CHART

D100 Roll by character race

Human	Elf	Dwarf	Halfling	Skill Title
01-05	01-05	01-05	01-05	Acute Hearing
06-10	06-10	06-10	06-10	Ambidextrous
11-15	11-15	11-15	11-15	Dance
16-20	16-20	16-20	16-20	Disarm
21-25	21-25	21-25	21-25	Dodge Blow
26-30	26-30	26-30	26-30	Drive Cart
31-35	31-35	31-35	31-35	Excellent Vision
36-40	36-40	36-40	36-40	Fleet Footed
41-45	41-45	41-45	41-45	Lightning Reflexes
46-50	46-50	-	46-50	Luck
51-55	51-55	46-50	51-55	Night Vision
56-65	56-65	51-60	56-65	Read/Write
66-75	66-70	-	-	Ride
76-80	71-75	61-65	66-70	Scale Sheer Surface
-	76-80	-	71-75	Silent Move Rural
-	-	-	76-80	Silent Move Urban
81-85	81-90	66-70	81-85	Sing
86-90	91-95	71-75	86-90	Sixth Sense
91-95	96-00	76-90	91-95	Very Resilient
96-00	-	91-00	96-00	Very Strong

RANGER SKILL CHART

D100 Roll by character race

Human	Elf	Dwarf	Halfling	Skill Title
01-05	01-05	01-05	01-05	Acute Hearing
06-10	06-10	06-10	06-10	Ambidextrous
11-15	11-15	11-15	11-15	Astronomy
16-20	16-20	16-20	16-20	Dance
21-30	21-25	21-30	21-30	Drive Cart
31-35	-	31-35	31-35	Excellent Vision
36-40	26-35	36-40	36-40	Fleet Footed
41-45	36-40	41-45	41-45	Lightning Reflexes
46-50	41-45	-	46-50	Luck
51-55	46-50	46-50	51-55	Night Vision
56-60	51-55	51-55	56-60	Orientation
61-65	56-60	-	61-65	Prepare Poisons (Herbal)
66-70	61-65	56-60	66-70	Read/Write
71-75	66-70	-	-	Ride
76-80	71-75	61-65	71-75	Scale Sheer Surface
-	76-80	-	76-80	Silent Move Rural
81-85	81-90	66-70	81-85	Sing
86-90	91-95	71-75	86-90	Sixth Sense
91-95	96-00	76-90	91-95	Very Resilient
96-00	-	91-00	96-00	Very Strong

ROGUE SKILL CHART

D100 Roll by character race

Human	Elf	Dwarf	Halfling	Skill Title
01-05	01-05	01-05	01-05	Acute Hearing
06-10	06-10	06-10	06-10	Ambidextrous
11-15	11-15	11-15	11-15	Blather
16-20	16-20	16-20	16-20	Bribery
21-25	21-25	21-25	21-25	Dance
26-30	26-30	26-30	26-30	Dodge Blow
31-35	31-35	31-35	31-35	Excellent Vision
36-40	36-40	36-40	36-40	Flee!
41-45	41-45	-	-	Fleet Footed
46-50	46-50	-	41-45	Lightning Reflexes
51-55	51-55	41-45	46-50	Luck
56-60	56-60	46-50	51-55	Night Vision
61-65	61-65	-	-	Ride
66-70	66-70	51-55	56-60	Scale Sheer Surface
71-75	71-75	-	61-65	Silent Move Rural
76-80	76-80	-	66-70	Silent Move Urban
81-85	81-85	56-60	71-75	Sing
86-90	86-90	61-65	76-80	Sixth Sense
91-95	91-95	66-70	81-85	Street Fighting
96-00	-	71-90	86-95	Very Resilient
-	96-00	91-00	96-00	Very Strong

ACADEMIC SKILL CHART

D100 Roll by character race

Human	Elf	Dwarf	Halfling	Skill Title
01-05	01-05	01-05	01-05	Acute Hearing
06-10	06-10	06-10	06-10	Ambidextrous
11-15	11-15	-	11-15	Astronomy
16-20	16-20	11-15	16-20	Blather
21-25	21-25	16-20	21-25	Cryptography
26-30	26-30	21-25	26-30	Dance
31-35	-	26-30	31-35	Drive Cart
36-40	31-35	-	-	Etiquette
41-45	36-40	31-35	36-40	Excellent Vision
46-50	41-45	36-40	41-45	Flee!
-	46-50	-	-	Fleet Footed
51-55	51-55	41-45	46-50	Heraldry
56-60	56-60	-	51-55	Lightning Reflexes
61-65	61-65	46-50	56-60	Luck
66-70	66-70	51-55	61-65	Read/Write
71-75	71-75	-	-	Ride
-	-	56-60	-	Scale Sheer Surface
-	76-80	-	66-70	Silent Move Rural
76-80	-	61-65	71-75	Silent Move Urban
-	81-85	-	76-80	Sing
81-85	86-90	66-70	81-85	Sixth Sense
86-90	91-95	71-75	86-90	Super Numerate
91-95	96-00	76-90	91-95	Very Resilient
96-00	-	91-00	96-00	Very Strong

ALPHABETICAL LIST OF BASIC CAREERS

Agitator
Alchemist's Apprentice
Artisan's Apprentice
Bawd
Beggar
Boatman
Bodyguard
Bounty Hunter
Coachman
Druid
Engineer
Entertainer
Exciseman
Fisherman
Footpad
Gambler
Gamekeeper
Grave Robber
Herbalist
Herdsman
Hunter
Hypnotist
Initiate
Jailer
Labourer
Marine
Mercenary
Militiaman
Minstrel
Muleskinner
Noble
Outlaw
Outrider
Pedlar
Pharmacist
Physician's Student
Pilot
Pit Fighter
Prospector
Protagonist
Raconteur
Rat Catcher
Roadwarden
Runner
Rustler
Scribe
Seaman
Seer
Servant
Smuggler
Soldier
Squire
Student
Thief
Toll-keeper
Tomb Robber
Trader
Trapper
Troll-Slayer
Tunnel Fighter
Watchman
Wizard's Apprentice
Woodsman

•GENERATING RANDOM NPCs•

Race: Determine the race of the NPC using a D6:

1-3	Human	5	Elf
4	Halfling	6	Dwarf

Career Class: Determine the original class of the character using a D4:

1	Academic	3	Rogue
2	Ranger	4	Warrior

Career: Roll randomly on the relevant Basic Career Chart to determine the specific career type within the character's class, just as you would for generating a player character.

Skills and Trappings: Work out skills and trappings as you would for a player character. Advanced characters may have trappings of a general nature which will have to be randomly determined or invented by the GM. For example, many advanced magician classes have a number of magic items. Dice randomly for these items where appropriate. Items too large, or inappropriate for the current situation, can be assumed to be 'at home'.

Spells: Decide randomly. Assume D4 spells per level, plus D4 petty magic spells.

Advance Scheme: NPCs do not generally have any advances from their current career, unless the GM decides at the outset that they will be better than average NPCs. They may earn advances as a result of gaining experience after they enter the game, and if they are intended to last for more than one brief appearance, they should have character record sheets, just like player characters.

WARRIOR BASIC CAREER CHART

D100 Roll by character race				
Human	Elf	Dwarf	Halfling	Career
01-10	01-10	01-10	01-15	Bodyguard
11-20	-	11-15	16-20	Labourer
21-25	11-20	-	-	Marine
26-35	21-30	16-25	-	Mercenary
36-40	31-35	26-35	21-30	Militiaman
41-45	36-45	36-40	31-35	Noble
46-55	46-50	41-45	36-40	Outlaw
56-60	-	46-50	-	Pit Fighter
61-65	51-55	51-55	-	Protagonist
66-70	56-65	-	-	Seaman
71-80	66-70	56-60	41-55	Servant
81-90	71-85	61-70	56-70	Soldier
91-95	86-95	71-75	71-80	Squire
-	-	76-85	-	Troll Slayer
-	-	86-95	-	Tunnel Fighter
96-00	96-00	96-00	81-00	Watchman

RANGER BASIC CAREER CHART

D100 Roll by character race				
Human	Elf	Dwarf	Halfling	Career
01-05	01-10	-	-	Boatman
06-10	11-15	01-10	-	Bounty Hunter
11-15	16-20	11-15	01-05	Coachman
16-20	21-30	-	06-10	Fisherman
21-30	31-40	16-20	11-20	Gamekeeper
31-40	41-50	-	21-30	Herdsman
41-45	51-60	21-25	31-40	Hunter
46-50	61-65	26-35	41-50	Muleskinner
51-55	66-70	-	-	Outrider
56-60	71-80	-	-	Pilot
61-65	-	36-55	-	Prospector
66-70	-	56-65	51-65	Rat Catcher
71-75	-	66-70	66-70	Roadwarden
-	-	71-85	-	Runner
76-80	-	86-90	71-75	Toll-Keeper
81-90	81-90	91-00	76-85	Trapper
91-00	91-00	-	86-00	Woodsman

ROGUE BASIC CAREER CHART

D100 roll by character race				
Human	Elf	Dwarf	Halfling	Career
01-05	01-05	-	01-05	Agitator
06-15	06-10	01-05	06-10	Bawd
16-25	-	06-10	11-15	Beggar
26-35	11-25	11-15	16-25	Entertainer
36-45	26-30	16-20	26-30	Footpad
46-50	31-40	21-25	31-35	Gambler
51-55	-	26-35	36-40	Grave Robber
56-60	-	36-45	41-45	Jailer
-	41-50	-	-	Minstrel
61-65	51-60	46-50	46-55	Pedlar
66-70	61-70	51-55	56-65	Raconteur
71-75	71-75	56-60	66-70	Rustler
76-80	76-85	61-70	71-80	Smuggler
81-95	86-00	71-90	81-95	Thief
96-00	-	91-00	96-00	Tomb Robber

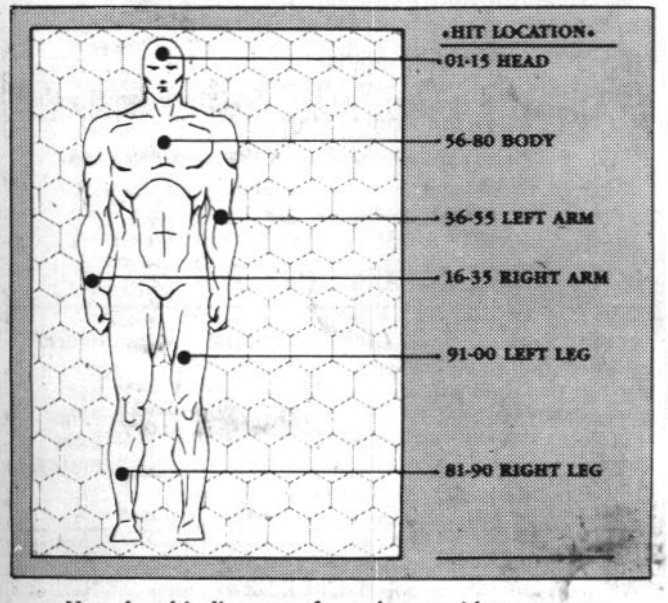
ACADEMIC BASIC CAREER CHART

D100 roll by character race				
Human	Elf	Dwarf	Halfling	Career
01-10	01-10	01-10	01-10	Alchemist's Apprentice
11-20	11-15	11-20	11-25	Artisan's Apprentice
21-25	-	-	-	Druid
-	-	21-35	-	Engineer
26-30	-	36-40	26-30	Exciseman
31-35	16-30	-	31-40	Herbalist
36-40	31-35	-	-	Hypnotist
41-50	36-40	41-45	41-45	Initiate
51-55	41-45	46-55	46-55	Pharmacist
56-60	46-50	56-60	55-60	Physician's Student
61-70	51-55	61-70	61-70	Scribe
71-75	56-65	71-75	71-75	Seer
76-80	66-70	76-80	76-80	Student
81-90	71-85	81-98	81-98	Trader
91-00	86-00	99-00	99-00	Wizard's Apprentice

•COMBAT PROCEDURE•

To work out whether a blow hits and causes damage, procede as follows:

1. Roll a D100 to see if the character's blow hits. If the roll is *equal to or less than the character's WS, a hit is scored*. Otherwise the blow misses and nothing happens.
2. Determine where the blow has landed. To do this, take the number rolled to attack, and reverse the two figures (for example, if a player rolled 27, reversing the numbers would give 72) and consult the following table:



Note that this diagram refers to humanoid creatures on foot; when fighting mounted or non-humanoid creatures, refer to the sections *Mounted Opponents* and *Non-Humanoid Opponents* as appropriate.

3. Hits cause *damage* on the target. To determine how much, roll a D6, *add* the attacker's *Strength* and *Deduct* the victim's *Toughness*.
4. Deduct the value of any *armour* from the amount of *damage* to give the actual damage caused. So, for example, a character wearing a helmet worth one point of armour is hit on the head for three points of damage, which equals 3 - 1 = 2 points of damage caused.
5. The damage received is deducted from the target's Wounds characteristic. A separate space is given on the record sheet for players to record Wounds. As Wounds may be recovered later, it is messy and rather inconvenient to alter the Wounds column of the profile itself. Any critical hits are noted.
6. The effect of any critical hits is resolved on the Critical Hit Chart appropriate for the body area struck.
7. If the attacker has more than 1 attack, repeat 1-6 above for each blow in turn.

•TO HIT MODIFIERS•

Charging	+10	A character who initiates combat during that round by charging receives the +10 hit bonus for that round only.
Advantage of Ground	+10	Characters who are higher up than their opponents - standing on a table, at the top of a flight of stairs or on a sharp rise of ground, for example - can claim this bonus. It cannot be claimed just because one character is taller than another.
Winning	+10	If a character won the previous round of combat against the same opponent, include this +10 bonus (see *Winning and Losing* - below).
Obstacle	-10	Opponents behind a hedge, wall or similar obstacle, are harder to hit. In some cases they will be impossible to hit, but assuming that combat is possible, include a -10 penalty.
Using a Weapon Wrong-handed	-10	Characters are assumed to be right-handed unless the player states otherwise during the generation stage and makes the appropriate note. Blows struck with the left hand suffer this penalty. This does not apply if a character has the Ambidextrous skill.
Unarmed	-20	Creatures which normally use weapons suffer this penalty when trying to kick, punch, etc. This does not apply to creatures with normal unarmed attacks, such as bite, claw, etc, or to characters with unarmed combat skills such as Street Fighter and Wrestling.

•WEAPON MODIFIERS•

The following chart lists the modifiers for a range of weapons. The modifiers are as follows:

Initiative This modifies the character's Initiative when determining the order within the round.

To Hit This modifies the character's Weapon Skill when determining whether or not an attack has hit an opponent.

Damage This modifies the damage caused by the weapon.

Parry This modifies the Weapon Skill of any *opponent* who tries to parry a blow from the weapon.

Weapon	Initiative	To Hit	Damage	Parry
Hand Weapon	—	—	—	—
Knife/Dagger	+10	—	-2	-20
Spear*	+10/+20	+10**	—	—
Improvised Weapons	-10	—	-2	+10
Bastard Sword	-10	—	+1	—
2-Handed Weapon	-10	—	+2	—
Halberd*	+10/+20	-10/0**	+2	—
Fist Weapon	—	-10	-1	—
Quarter Staff	—	—	-1	—
Flail	—	-10	+1	-10
2-Handed Flail	-20	-20	+3	-10
Rapier	+20	—	-1	—
Buckler	—	—	-2	+20
Left-handed Dagger	—	—	-2	-10
Sword-breaker	—	—	-2	-10
Lance***	+20	+10	+2	-20
Net	—	-10	—	-10
Whip	—	-10	-2	-20

** Spears and halberds receive a +10 Initiative bonus during the first round of combat and during subsequent rounds* **if** *the user is winning. If their opponent is mounted, they receive a +20 Initiative bonus during the first round of combat and subsequent rounds* **if** *winning.*

*** Against aerial combatants only.*

**** The lance is only fully effective when mounted and* **charging**. *In all other circumstances the butt end of the lance is used with the same effect as a hand weapon.*

•MISSILE WEAPON CHART•

Weapon	Range Short	Long	Extreme	ES	Load/Fire Times
Short Bow	16	32	150	3	1 round
Normal Bow	24	48	250	3	1 round
Long Bow	32	64	300	3	1 round
Elf Bow	32	64	300	4	1 round
Crossbow	32	64	300	4	1 round to load 1 round to fire
Crossbow Pistol	16	32	50	1	1 round to load 1 round to fire
Repeating Crossbow	32	—	100	1	Fires 2 shots a round Magazine holds 10 bolts 8 rounds to refill magazine
Sling	24	36	150	3	1 round
Staff Sling	24	36	200	4	1 round to load 1 round to fire
Javelin	8	16	50	C	1 round
Spear	4	8	25	C	1 round
Dart	4	8	20	C	1 round
Throwing Knife	4	8	20	C	1 round
Throwing Axe	4	8	20	C	1 round
Blowpipe	12	24	50	1	1 round
Lasso	8	16	30	—	1 round to throw 2 rounds to recoil
Bolas	12	24	50	1	1 round
Pistol	8	16	50	3	2 rounds to load 1 round to fire
Blunderbuss	24	48	250	3	3 rounds to load 1 round to fire
Bomb	2	6	10	6	1 round to light fuse and throw
Incendiary	2	6	10	F	1 round to light fuse and throw
Improvised	2	6	10	C	1 round

ES - The *Effective Strength* of the weapon
C - The *Strength* of the thrower should be used in place of the *Effective Strength* of the weapon.
F - This weapon causes normal fire damage; see *Fire*.
Note that the Repeating Crossbow has no long range: any target over short range is taken as *Extreme*.

•TO HIT MODIFIERS•

Typical modifiers are as follows:

Firing at a small target	-10	Generally, anything under 1' high and long counts as small target
Firing from a moving mount	-10	Such as a horse or from a wagon
Firing at long range	-10	Target is at long range for the weapon being used, as defined on the *Missile Weapons Chart*
Throwing improvised missile	-10	Such as stones, pottery, chairs, etc
Target in soft cover	-10	The target is partially hidden by vegetation, woods or trees
Target in hard cover	-20	The target is partially hidden by stone or brick work, walls or battlements.
Firing at extreme range	-20	Target is at extreme range for the weapon being used, as defined on the *Missile Weapons Chart*

•MISFIRES•

Bombs and gunpowder weapons are subject to misfires. Any natural roll of any double (ie 66, 99, 00, etc), made when rolling to hit indicates that a misfire has occured. Roll a D100 and consult the relevant chart:

Gunpowder Weapons

01-50	Charge fails to ignite; no need to reload, fire as normal next round
51-99	Charge fails to ignite; must reload to fire
00	Charge explodes causing an automatic hit on the user and destroying the weapon.

Bombs

01-50	Bomb fails to explode
51-80	Bomb splutters. Roll a D6 every round; when a 6 is rolled, the bomb explodes
81-95	Bomb explodes half way between thrower and target
96-00	Bomb explodes in thrower's hand.

•BODY AREAS AND ARMOUR•

Armour Type	AP	Area Covered	Armour Type	AP	Area Covered
Shield	1	All	Breastplate	1	Body
Mail Shirt	1	Body	Plate or Mail Arm Bracer	1	Arm
Sleeved Mail Shirt	1	Body/Arms	Plate or Mail Leggings	1	Leg
Mail Coat	1	Body/Legs	Helmet	1	Head
Sleeved Mail Coat	1	Body/Arms/Legs			
Mail Coif	1	Head			

— A character *can* wear leggings as well as having a mail coat - which gives two armour points on the legs. At the GM's option a character may suffer a -10 penalty to **I** when doing so.

— A character *can* wear a metal breastplate on top of a mail shirt or coat - which gives two armour points to the body.

— A character *can* wear a helmet on top of a coif - which gives two armour points on the head.

—A character *can* wear plate arm bracers over a sleeved mail shirt or coat, or over mail arm bracers - which gives two armour points on the arms. At the GM's option, a character may suffer a -10 penalty to **I** when doing so.

•CRITICAL HIT CHART•

D100 roll	Critical Value +1	+2	+3	+4	+5	+6 or more
01-10	1	3	5	7	11*	14*
11-20	2	4	6	9*	13*	15
21-30	3	5	8*	14*	16	16
31-40	4	7	10*	13*	15	15
41-50	5	9*	14*	16	16	16
51-60	7	12*	15	15	15	15
61-70	9*	16	16	16	16	16
71-80	11*	15	15	15	15	15
81-90	16	16	16	16	16	16
91-00	15	15	15	15	15	15

** The victim must flee combat if it is possible to do so - see* ***Fleeing Combat***

•CRITICAL EFFECTS•

ARM

1 Your opponent pulls the arm back to avoid serious injury, but drops anything held in that hand in the process.

2 Your blow skins your opponent's knuckles, painfully but not seriously. The arm may be used normally, but anything held in the hand is dropped.

3 Your blow strikes your opponent's hand, incapacitating the hand for the next round only and causing any object held in the hand to be dropped.

4 Your blow strikes your opponent's hand, dislocating the wrist. Anything held in that hand is dropped, and the hand is incapacitated until medical attention is received.

5 Your blow strikes your opponent's hand, shattering the fingers. Anything held in that hand is dropped, and the hand is incapacitated until medical attention is received.

6 Your blow strikes whatever your opponent is holding in that hand (generally a weapon or shield), shattering it completely. The object is destroyed, and the limb is numbed and incapacitated for D6 rounds.

7 Your blow misses your opponent's head by a fraction of an inch, striking the shoulder and dislocating it. The arm is incapacitated until medical attention is received.

8 Your blow opens a deep wound in the arm, cutting through muscle and sinew. Anything held in the hand is dropped, and the arm is incapacitated until medical attention is received.

9 There is a sickening crunch as your weapon smashes the bones of your opponent's forearm. Anything held in the hand is dropped, and the arm below the elbow is incapacitated until medical attention is received.

10 There is a sickening crunch as your weapon smashes your opponent's upper arm. Anything held in the hand is dropped, and the arm is incapacitated until medical attention is received.

11 The target's arm is smashed, and an artery is severed. Anything held in the hand is dropped, and the arm is incapacitated until medical attention is received. Additionally, your opponent loses 1 Wound per round until medical attention is received. Roll any further criticals on the *Sudden Death Critical Chart* below.

12 Your opponent stares with horror as blood pumps from the mangled stump of the wrist. Anything held in the hand is dropped (along with the hand itself), and your opponent falls unconscious to the ground, losing D4 Wounds per round until medical attention is received. Roll all criticals on the *Sudden Death Critical Chart* below.

13 Your blow tears off your opponent's arm at the elbow, splintering bone and mangling flesh. Your opponent collapses and may do nothing until medical attention is obtained. D4 Wounds are lost per round meanwhile. Roll all criticals on the *Sudden Death Critical Chart* below.

14 Your blow tears off your opponent's arm at the shoulder. Your opponent collapses and may do nothing until medical attention is obtained. D6 Wounds are lost per round meanwhile. Roll all criticals on the *Sudden Death Critical Chart* below.

15 Your blow destroys your opponent's shoulder joint almost totally - the arm hangs limply, a mass of tattered and pulpy flesh with protruding fragments of bone. By chance, one of the bone splinters has severed a major artery, and after a fraction of a second your opponent collapses, with blood pouring out from the ruins of his shoulder. Death from shock and blood loss is almost instantaneous.

16 Your blow smashes through the arm and into the chest, caving in one side of the ribcage. The arm is completely destroyed, and blood showers yourself and your opponent. Your opponent collapses dying almost instantly from shock and blood loss.

HEAD

1 Your opponent ducks as your weapon whistles past the side of his head, saving his life, but losing the tip of one ear, which is torn off. Your opponent may make no attacks in the next round, but may parry; thereafter combat proceeds as normal.

2 A glancing blow stuns your opponent, who may do nothing except parry in the next round.

3 Your blow stuns your opponent, who may do nothing except parry for the next D4 rounds.

4 Your blow stuns your opponent, who is dazed and may do nothing at all for the next round.

5 Your blow stuns your opponent, who is dazed and may do nothing at all for the next D4 rounds.

6 Your opponent is knocked down and dazed, will count as prone for the next round, and may do nothing except parry for the next D4 rounds while climbing back upright.

7 Your blow opens a flesh wound in your opponent's scalp - beneath any helmet. Scalp wounds are notorious for bleeding, and blood flows down into your opponent's eyes, giving a -10 modifier to 'to hit' rolls until medical attention is received.

8 Your blow strikes your opponent's jaw, breaking the jawbone and causing the loss of several teeth. Dazed by the shock, your opponent may do nothing except parry for the next round; thereafter, the pain and the necessity to spit out blood and teeth cause your opponent to attack at -10 until medical attention is received.

9 Your blow destroys one of your opponent's eyes (determine which one randomly, if necessary). Your opponent may do nothing at all next round, and attacks at -10 until medical attention is received. Any sight-related skills are lost, including Night Vision bonuses, and BS is reduced by 20 points (subject to a minumum score of 5).

10 Your opponent is concussed, and may do nothing for D4 hours or until medical attention is obtained.

11 Your opponent is severely concussed, and may do nothing for D10 hours or until medical attention is obtained. Additionally, your opponent must test against Toughness or lose 10 points from each percentage characteristic as a result of lasting brain damage.

12 Your blow ruptures your opponent's carotid artery, and both of you are drenched in a fountain of blood. Your opponent collapses, and will bleed to death in D4 rounds unless medical attention is received.

13 Your blow strikes the point of your opponent's jaw, forcing the jawbone upwards and into the lower part of the brain. Your opponent collapses and will die in D6 rounds unless medical attention is received. If the medical attention is successful, your opponent must test against Toughness or lose 10 points from each percentage characteristic as a result of lasting brain damage.

14 Your blow hits the neck, smashing the vertebrae. Your opponent falls to the ground, twitches for a couple of seconds, and then lays still.

15 Your blow shatters your opponent's skull. Death is instantaneous.

16 Your opponent's head flies off in a random direction, landing 2D6 feet away.

BODY

1 Your blow crashes into the chest. Winded, your opponent may do nothing except parry in the next round.

2 Your blow strikes the groin. Doubled up in agony, your opponent may do nothing at all for the next round.

3 Your blow strikes the chest. Knocked to the ground, your opponent may only parry for the next D4 rounds until back upright.

4 Your blow lands with some force in the groin. Your opponent is knocked to the ground, dropping any hand-held object, and may do nothing except parry with a shield (if applicable) for the next D4 rounds until upright again.

5 Your blow lifts your opponent into the air and then to the ground. Your opponent is stunned for D4 rounds, counting as a prone target, and may only parry for another D4 rounds until back upright.

6 Your blow smashes several ribs. Your opponent may do nothing for the next round, and attacks at -10 until medical attention is received.

7 Your blow smashes your opponent's collar-bone. The pain reduces all characteristics by 1 or 10 points as appropriate until medical attention is received.

8 Your blow fractures your opponent's hip. The pain reduces all characteristics by 1 or 10 points as appropriate, and movement allowance is halved until medical attention is received. Your opponent must test Initiative each round or fall over (counts as a prone target, may only parry for the next D4 rounds until upright). Skills such as Acrobatics, Dance, Flee, Trick Riding, and Scale Sheer Surface are lost until medical attention is received.

9 Your blow strikes the abdomen, and your opponent collapses unconscious, losing 1 Wound per round through internal bleeding until medical attention is received.

10 Your opponent's ribs are shattered, and a shard of bone is driven into one lung, causing it to collapse. Your opponent falls unconscious, losing D4 Wounds per round through internal bleeding until medical attention is received. Even then, your opponent will be totally incapacitated for at least 10 weeks, and loses 1 point of Toughness permanently.

11 Your blow smashes into your opponent's abdomen, causing internal injuries. Your opponent falls to the ground in extreme pain, only able to parry, and must test Toughness each round or pass out. Medical attention will allow movement at half the *cautious* rate, and all characteristics are halved for 3D6 weeks. Any skills involving movement of any kind are lost until a full recovery is made.

12 Your blow crunches into the spine. Knocked to the ground, your opponent may do nothing until medical attention is received, and must test against Toughness or be permanently paralysed from the waist down.

13 Your blow shatters the pelvis. Your opponent falls to the ground, and may only parry. The pain halves all characteristics, and D4 Wounds are lost per round through internal bleeding until medical attention is received. Recovery takes 10 weeks, and skills involving movement of any kind are lost until a full recovery is made.

14 Your blow caves in your opponent's chest, rupturing several internal organs and causing death in a matter of seconds.

15 Your opponent's abdominal cavity ruptures, spilling entrails over a wide area. Death is instantaneous.

16 Your blow smashes your opponent's spine and abdomen, tearing muscle and shattering bone so that your opponent falls to the ground in two separate places.

LEG

1 A glancing blow to the calf makes your opponent stumble, dropping any hand-held object unless a successful Dexterity test is made.

2 Your blow trips your opponent, who may only parry for the next round.

3 Your blow knocks your opponent to the ground, jarring any hand-held object loose unless a Dexterity test is passed. Your opponent may only parry for the next D4 rounds until back upright, and then only if still in possession of a weapon or shield.

4 Your blow numbs your opponent's leg. Movement allowance and Initiative are halved for D4 rounds.

5 Your blow strikes the target's ankle, dislocating it. Movement allowance and Initiative are halved until medical attention is received; your opponent must pass an Initiative test or be knocked down (see 3 above).

6 Your blow strikes your opponent's hip, dislocating the leg. Movement allowance and Initiative are halved until medical attention is received; your opponent must pass a test on half Initiative or be knocked down (see 3 above).

7 Your blow strikes the target's shin, shattering the bones. Your opponent is knocked down (see 3 above), and movement allowance and Initiative are halved until medical attention is received.

8 Your blow opens a deep wound in the leg, cutting through muscle and sinew. Your opponent is knocked down (see 3 above), and loses 1 Wound per round from heavy bleeding. Roll all criticals on the *Sudden Death Critical Chart* below.

9 The target's thigh is smashed, and an artery is severed. Your opponent falls to the ground (see 3 above), and may only rise when a successful Initiative test is made. Additionally, the target loses 1 Wound per round until medical attention is received. Roll all criticals on the *Sudden Death Critical Chart* below.

10 There is a sickening crunch as your weapon smashes the bones of the target's hip and thigh. Your opponent is swept to the floor (see 3 above), dropping anything handheld, and loses D4 Wounds per round until medical attention is received. Roll all criticals on the *Sudden Death Critical Chart* below. Your opponent may only stand and walk if supported by at least one other character.

11 Your opponent stares with horror as blood pumps from the mangled stump of the ankle, then falls unconscious to the ground, losing D4 Wounds per round until medical attention is received. Roll all criticals on the *Sudden Death Critical Chart* below.

12 Your blow tears off your opponent's leg at the knee, splintering bone and mangling flesh. Your opponent collapses and may do nothing until medical attention is obtained. D4 Wounds are lost per round meanwhile. Roll all criticals on the *Sudden Death Critical Chart* below.

13 Your blow shatters the pelvis. Your opponent falls to the ground (see 3 above). The pain halves all characteristics, and D4 Wounds are lost per round through internal bleeding until medical attention is received. Roll all criticals on the *Sudden Death Critical Chart* below. Recovery takes 10 weeks, and skills involving movement of any kind are lost until a full recovery is made.

14 Your blow tears off your opponent's leg at the hip. Your opponent collapses and may do nothing until medical attention is obtained. D6 Wounds are lost per round meanwhile. Roll all criticals on the *Sudden Death Critical Chart* below.

15 Your blow destroys your opponent's hip joint almost totally - the leg hangs limply, a mass of tattered and pulpy flesh with protruding fragments of bone. By chance, one of the bone splinters has severed a major artery, and after a fraction of a second your opponent collapses, with blood pouring out from the ruined hip. Death from shock and blood loss is almost instantaneous.

16 Your blow smashes through the leg and into the pelvis, caving in the lower abdomen. Blood showers yourself and your opponent. Your opponent collapses dying almost instantly from shock and blood loss.

SUDDEN DEATH & CRITICAL HIT TABLE

	+1	+2	+3	+4	+5	+6
0-9%	NE	NE	NE	NE	NE	K
10-20%	NE	NE	NE	NE	K	K
21-30%	NE	NE	NE	K	K	K
31-40%	NE	NE	K	K	K	K
41-50%	NE	K	K	K	K	K
51%+	K	K	K	K	K	K

•MOUNTED COMBAT•

Striking Mounted Targets: Will a blow strike a mount or rider? This will depend on the relative heights of the creatures involved. The question can be resolved fairly easily using a D100:

Attacker	Horse-sized Mount		Larger mount	
Creature less than 10' tall	Rider	01-20	01-40	Rider
	Mount	21-00	41-00	Mount
Creature 10' or more	Rider	01-50	01-50	Rider
	Mount	51-00	51-00	Mount
Rider on Mount	Rider	01-50	01-50	Rider
	Mount	51-00	51-00	Mount

In combats where both sides are mounted, and where the mounts also have attacks, the mounts will also have two potential targets. In such a case the mount follows this procedure but adds 10% to all rolls. It is harder to attack a higher target with the additional weight and encumbrance of a rider.

Slain Mounts: Riders whose mounts are slain roll a D100:

01-70 **Dismounted** - may continue to fight on foot with no ill effects

71-90 **Thrown** - calculate damage as for a fall of D4 yards. Rider is thrown in a random direction

91-00 **Trapped under mount** - take one point of damage for each Strength point of the mount. May attempt a Strength test each round to crawl out from under the mount. Until free, trapped riders count as *prone* targets.

•NON-HUMANOID OPPONENTS•

Many of the creatures that appear within the game are basically humanoid, and the normal hit location system can be used where necessary. This also applies to quadrupeds such as horses, arms counting as forelimbs, legs as rear limbs. Other creatures may be basically amorphous, or unlikely to wear armour, in which case it is not necessary to know where a blow lands unless you are applying the injury rules to these creatures.

In other cases the gamesmaster must use his own judgement. Here are some general guidelines for dealing with hit locations on non-humanoid creatures:

Winged humanoid — use humanoid hit location table; 25% of arm hits are on wings, as are 75% of body hits from rear

Octopus — use D10; 1-8 tentacle, 9-10 body

Multiple heads — use hit location tables for basic form; head hits are distributed randomly between heads. A critical hit to a head which would kill a single-headed creature will put the affected head out of action (reducing *Intelligence, Will Power* and possible other characteristics at the GM's discretion), killing the creature only if all heads are destroyed

Flightless bird — use humanoid hit location table; all arm hits become body hits

Snake — use D4; 1-3 body, 4 head

Centaur — use humanoid hit location table; 60% of body hits are on horse body, 40% on humanoid body. Leg hits are always on forelegs unless attack is from rear

Hydra — 90% of hits are on heads (equal chance of each), 10% on body. Reverse percentages if attacking from rear

Tails — Hit locations for tails are not given because tails are usually only liable to attack from the rear. When a tailed creature is attacked from behind, the tail is struck whenever the hit location table indicates a ***head*** hit.

SUMMARY CHART OF NIGHT VISION DISTANCES

Basilisk	20 yards	Lizardman	30 yards
Bat	15 yards	Orc	10 yards
Bat, Giant	20 yards	Orc, Black	10 yards
Beetle, Giant	20 yards	Owl	50 yards
Cat, Wild	20 yards	Owl, Giant	50 yards
Dragon	20 yards	Pack Wolf	15 yards
Dwarf	30 yards	Rat	10 yards
Eagle	20 yards	Rat, Giant	20 yards
Elemental	As Daylight	Rat, Rock	15 yards
Elf - Wood	30 yards	Scorpion,	
Elf- Sea	20 yards	Giant	10 yards
High	20 yards	Skaven	30 yards
Fimir	15 yards	Snake	20 yards
Fox	10 yards	Snotling	10 yards
Goblin	10 yards	Spider, Giant	10 yards
Gnome	30 yards	Stoat	10 yards
Halfling	20 yards	Troglodyte	30 yards
Hobhound	10 yards	Undead	As Daylight
Hydra	20 yards	Wolf	15 yards
Jabberwock	20 yards		

•CAREER SUMMARY TABLE•

•BASIC CAREERS•

Agitator
Alchemist's Apprentice
Artisan's Apprentice
Bawd
Beggar
Boatman
Bodyguard
Bounty Hunter
Coachman
Druid
Engineer
Entertainer
Exciseman
Fisherman
Footpad
Gambler
Gamekeeper
Grave Robber
Herbalist
Herdsman
Hunter
Hypnotist
Initiate
Jailer
Labourer
Marine
Mercenary
Militiaman
Minstrel
Muleskinner
Noble
Outlaw
Outrider
Pedlar
Pharmacist
Physician's Student
Pilot
Pit Fighter
Prospector
Protagonist
Raconteur
Rat Catcher
Roadwarden
Runner
Rustler
Scribe
Seaman
Seer
Servant
Smuggler
Soldier
Squire
Student
Thief
Toll-keeper
Tomb Robber
Trader
Trapper
Troll-Slayer
Tunnel Fighter
Watchman
Wizard's Apprentice
Woodsman

•AGITATOR•

Career Entries
Basic
Exciseman
Initiate
Seer
Servant
Student

Skills
Public Speaking
Read/Write

Career Exits

Basic	**Advanced**
Outlaw	Charlatan
Demagogue	

•ALCHEMIST'S APPRENTICE•

Career Entries

Basic	**Advanced**
Engineer	Physician
Pharmacist	

Skills
Brewing
Evaluate
Read/Write
50% chance of Chemistry

Career Exits

Basic	**Advanced**
Bawd	Alchemist, level 1
Entertainer	Charlatan
-Bunko Artist	Counterfeiter
Grave Robber	
Prospector	

•ARTISAN'S APPRENTICE•

Career Entries
Random Entry Only

Skills
Drive Cart
25% chance of Very Resilient
25% chance of Very Strong

Career Exits

Basic	**Advanced**
Bodyguard	Artisan (same trade only)
Footpad	

•BAWD•

Career Entries
Basic
Alchemist's Apprentice
Noble
Physician's Student
Student
Wizard's Apprentice

Skills
Bribery
Secret Language - Thieves' Tongue
Street Fighting
25% chance of Wit

Career Exits

Basic	Advanced
Bodyguard	Fence

•BEGGAR•

Career Entries
Random Entry Only

Skills
Begging
Concealment Urban
Secret Language - Thieves' Tongue
Secret Signs - Thieves' Signs
Silent Move Urban
25% chance of Consume Alcohol

Career Exits

Basic	Advanced
Bodyguard	Racketeer
Rat Catcher	

•BOATMAN•

Career Entries
Basic
Seaman

Skills
Fish
Orientation
River Lore
Row
25% chance of Consume Alcohol
25% chance of Boatbuilding
50% chance of Very Strong

Career Exits
Basic
Outlaw
Seaman
Smuggler

•BODYGUARD•

Career Entries
Basic
Artisan's Apprentice
Bawd
Beggar
Footpad
Grave Robber
Labourer
Jailer
Pedlar
Rat Catcher
Thief, General
Thief - Burglar
Thief - Pickpocket
Tomb Robber

Skills
Disarm
Specialist Weapon
  Fist Weapon
Street Fighting
Strike Mighty Blow
Strike to Stun
50% chance of Very Strong

Career Exits

Basic	Advanced
Bounty Hunter	Outlaw Chief
Footpad	
Mercenary	

•BOUNTY HUNTER•

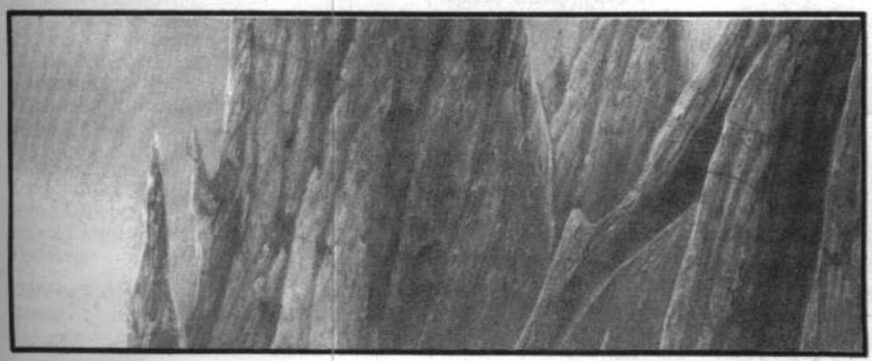
Career Entries

Basic	Advanced
Bodyguard	Mercenary
	Sergeant/Captain
Marine	Scout
Pit Fighter	
Protagonist	
Soldier	
Watchman	

Skills
Follow Trail
Shadowing
Silent Move
  Rural
  Urban
Specialist Weapon
  Lasso
  Net
Strike Mighty Blow
50% chance of Marksmanship

Career Exits

Basic	Advanced
Footpad	Assassin
Mercenary	Slaver
Protagonist	Targeteer



•COACHMAN•

Career Entries
Random Entry Only

Skills
Animal Care
Drive Cart
Musicianship - Coach-horn
Ride - horse
Specialist Weapon
  Firearms

Career Exits
Advanced
Highwayman
Scout

•DRUID•

Career Entries
Basic
Gamekeeper
Herbalist
Herdsman
Hunter
Trapper
Woodsman

Skills
Animal Care
Dowsing
Follow Trail
Identify Plants
Secret Signs - Druid

Career Exits

Basic	Advanced
Gamekeeper	Druidic Priest, level 1
Hunter	
Outlaw	
Trapper	
Woodsman	

•ENGINEER•

Career Entries
Advanced
Artisan (Builder)
Artisan (Stonemason)
Sapper

Skills
Carpentry
Drive Cart
Engineering
Read/Write
Secret Signs
  Dwarven Engineers' Guild
Set Trap
Smithing
Spot Traps
50% chance of Metallurgy

Career Exits

Basic	Advanced
Alchemist's Apprentice	Artillerist
Tunnel Fighter	Artisan (Carpenter or Stonemason)
	Gunner
	Sapper

•ENTERTAINER•

Entertainer	Career Entries	Skills	Career Exits
	Any other Entertainer ,or:		
Acrobat	Entertainer - other	Acrobatics	Thief, General (B)
Actor	Entertainer - other	Acting	-
Animal Act	Entertainer - other	Animal Care Animal Training	-
Bunko Artist	Alchemist's Apprentice (B) Wizard's Apprentice (B)	Blather Palm Object	Charlatan (A)
Comic	Entertainer - other	Comedian Wit	Demagogue (A)
Escapologist	Entertainer - other	Escapology	-
Fire Eater	Entertainer - other	Fire Eating	-
Fortune Teller	Entertainer - other	Palmistry	Charlatan (A)
Hypnotist	Hypnotist (B)	Hypnotise	Hypnotist (B)
Impressionist	Entertainer - other	Mimic	-
Jester	Entertainer - other	Jest	-
Juggler	Entertainer - other	Juggle	-
Knife Thrower	Entertainer - other	Specialist Weapon - Throwing Knife	-
Pavement Artist	Entertainer - other	Art	-
Poet	Entertainer - other	Public Speaking	-
Singer	Entertainer - other	Sing	-
Strongman	Entertainer - other	Strongman	Racketeer (A)
Tight Rope	Entertainer - other	Acrobatics Scale Sheer Surface	Thief, General (B)
Troubadour	Entertainer - other	Musicianship	Minstrel (B)
Ventriloquist	Entertainer - other	Ventriloquism	-
Wrestler	Entertainer - other	Wrestling	Racketeer (A)

•EXCISEMAN•

Career Entries
Random Entry Only

Skills
Blather
Numismatics
Read/Write
Supernumerate
50% chance of Law
20% chance of Embezzle

Career Exits

Basic	Advanced
Agitator	Lawyer (only if Law skill obtained)
Militiaman	Merchant
Outlaw	
Roadwarden	
Thief (Clipper or Embezzler)	

•FISHERMAN•

Career Entries
Random Entry Only

Career Exits
Basic
Pilot
Seaman
Smuggler
Trader

Skills
Fish
Sailing
Swim
50% chance of River Lore
25% chance of Boat Building
5% chance of Cartography

•FOOTPAD•

Career Entries
Basic
Artisan's Apprentice
Bodyguard
Bounty Hunter
Labourer
Marine
Militiaman
Pit Fighter
Protagonist
Rat Catcher
Soldier

Skills
Silent Move Rural
Silent Move Urban
Strike to Stun

Career Exits

Basic	Advanced
Bodyguard	Fence
Outlaw	Highwayman
	Racketeer
	Slaver

•GAMBLER•

Career Entries

Basic	Advanced
Noble	Mercenary
Wizard's Apprentice	Sergeant/ Captain

Skills
Gamble
Luck
Palm Object

Career Exits
Advanced
Charlatan

•GAMEKEEPER•

Career Entries
Basic
Druid
Outlaw
Servant

Skills
Concealment Rural
Marksmanship
Secret Signs - Poacher (Poachers only)
Set Trap
Silent Move Rural
Spot Traps
50% chance of Secret Language - Ranger
10% chance of Animal Trainer - Hawk

Career Exits

Basic	Advanced
Druid	Scout
Militiaman (Gamekeeper only)	Targeteer (Gamekeeper only)
Outlaw (Poacher only)	
Raconteur	
Rustler (Poacher only)	

•GRAVE ROBBER•

Career Entries
Basic
Alchemist's Apprentice
Physician's Student
Rat Catcher
Wizard's Apprentice

Skills
Silent Move Rural
Silent Move Urban
25% chance of Spot Trap

Career Exits
Basic
Bodyguard
Physician's Student
Rat Catcher

•HERBALIST•

Career Entries
Random Entry Only

Career Exits
Basic
Druid
Physician's Student

Skills
Arcane Language - Druidic
Cure Illness
Heal Wounds
Herb Lore
Identify Plant
Read/Write
Secret Language
Classical
Guilder
20% chance of Prepare Poisons

•HERDSMAN•

Career Entries
Random Entry Only

Skills
Animal Care
Charm Animal
Musicianship - Wind Instruments
Specialist Weapon
  Sling
50% chance of Animal Training
75% chance of Herb Lore
75% chance of Very Resilient

Career Exits

Basic	Advanced
Druid	Scout
Militiaman	
Outlaw	
Rustler	

•HUNTER•

Career Entries
Basic
Druid

Skills
Concealment Rural
Follow Trail
Game Hunting
Secret Language - Ranger
Secret Signs - Woodsman's
Silent Move Rural
25% chance of Immunity to Poisons

Career Exits

Basic	Advanced
Druid	Scout
Outlaw	

•HYPNOTIST•

Career Entries

Basic	Advanced
Entertainer (Hypnotist)	Physician

Skills
Hypnotise
Magical Awareness

Career Exits

Basic	Advanced
Entertainer (Hypnotist)	Charlatan
Physician	

•INITIATE•

Career Entries
Advanced
Templar
Witch-Hunter

Skills
Read/Write
Scroll Lore
Secret Language - Classical
Theology

Career Exits

Basic	Advanced
Agitator	Cleric, level 1

•JAILER•

Career Entries
Basic
Rat Catcher

Skills
Immunity to Disease
Immunity to Poison
Palm Object
Silent Move Urban
50% chance of Very Resilient
25% chance of Consume Alcohol
25% chance of Very Strong

Career Exits

Basic	Advanced
Bodyguard	Slaver
Rat Catcher	Torturer

•LABOURER•

Career Entries
Random Entry Only

Skills
Scale Sheer Surface
75% chance of Consume Alcohol
75% chance of Sing
50% chance of Carpentry
50% chance of Drive Cart
25% chance of Engineering
25% chance of Very Resilient
25% chance of Very Strong

Career Exits

Basic	Advanced
Bodyguard	Artillerist (only characters with Carpentry and/or Engineer skill)
Footpad	

•MARINE•

Career Entries
Advanced
Artillerist
Gunner

Skills
Consume Alcohol
Disarm
Dodge Blow
Row
Secret Language - Battle Tongue
Strike Mighty Blow
Strike to Stun
25% chance of Swim

Career Exits

Basic	Advanced
Bounty Hunter	Artillerist
Footpad	Mercenary Sergeant/ Captain
	Sea Captain
	Slaver

•MERCENARY•

Career Entries

Basic	Advanced
Bodyguard	Assassin
Bounty Hunter	Demagogue
Militiaman	Sapper (Dwarfs only)
Outrider	

Skills
Disarm
Dodge Blow
Secret Language - Battle Tongue
Strike Mighty Blow
Strike to Stun
75% chance of Drive Cart
50% chance of Animal Care
25% chance of Ride - Horse

Career Exits

Basic	Advanced
Tunnel Fighter	Artillerist
	Gunner
	Mercenary Sergeant/ Captain
	Outlaw Chief
	Sapper (Dwarfs only)
	Slaver

•MILITIAMAN•

Career Entries
Basic
Exciseman
Gamekeeper
Herdsman
Roadwarden
Toll Keeper

Skills
Dodge Blow
Strike Mighty Blow
50% chance of Drive Cart
25% chance of Animal Care
25% chance of Ride

Career Exits
Basic
Footpad
Mercenary
Outlaw

•MINSTREL•

Career Entries
Basic
Entertainer (Troubadour)

Skills
Charm
Ettiquette
Musicianship
Public Speaking
Sing

Career Exits
Advanced
Charlatan

•MULESKINNER•

Career Entries
Random Entry Only

Skills
Animal Care
Specialist Weapon
  Flail Weapons
75% chance of Drive Cart
25% chance of Animal Training

Career Exits

Basic	Advanced
Outlaw	Scout
Smuggler	

•NOBLE•

Career Entries
Initial Generation Entry Only

Skills
Blather
Charm
Ettiquette
Heraldry
Luck
Read/Write
Ride - Horse
Wit
50% chance of Gamble
50% chance of Public Speaking
25% chance of Consume Alcohol
25% chance of Specialist Weapon - Fencing Sword
10% chance of Musicianship

Career Exits

Basic	Advanced
Bawd	Duellist
Gambler	Freelance
Student	

•OUTLAW•

Career Entries
Basic
Agitator
Boatman
Druid
Exciseman
Footpad
Gamekeeper (Poacher)
Herdsman
Hunter
Militiaman
Muleskinner
Pedlar
Roadwarden
Rustler
Thief
Toll Keeper
Trooper
Woodsman

Skills
Concealment Rural
Disarm
Dodge Blow
Scale Sheer Surface
Secret Language
  Battle Tongue or
  Thieves' Tongue
  (equal chance of either)
Set Trap
Silent Move Rural
Spot Trap
Strike Mighty Blow
Strike to Stun
75% chance of Drive Cart
75% chance of Ride - Horse
50% chance of Animal Care
25% chance of Marksmanship
25% chance of Secret Signs - Woodsman's

Career Exits

Basic	Advanced
Gamekeeper	Highwayman
Rustler	Outlaw Chief
	Targeteer

•OUTRIDER•

Career Entries
Random Entry Only

Skills
Animal Care
Follow Trail
Orientation
Ride - Horse
Silent Move Rural
Specialist Weapon Skill
  Lasso
75% chance of Secret Signs - Scout's or Woodsman's (equal chance of either)

Career Exits

Basic	Advanced
Mercenary	Scout
	Highwayman

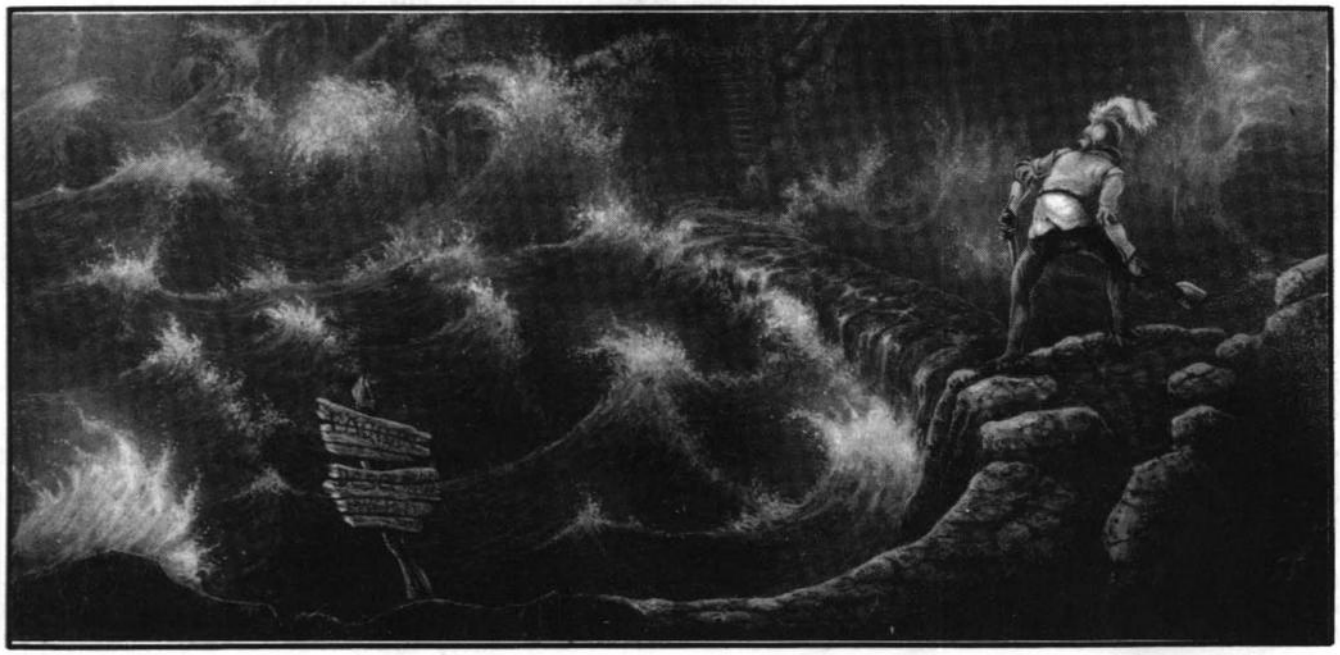
•PEDLAR•

Career Entries
Random Entry Only

Skills
Animal Care
Blather
Drive Cart
Evaluate
Haggle
Herb Lore
Secret Signs - Pedlar
Specialist Weapon
  Fist Weapon
10% chance of Astronomy

Career Exits

Basic	Advanced
Bodyguard	Fence
Outlaw	
Trader	
Trapper	



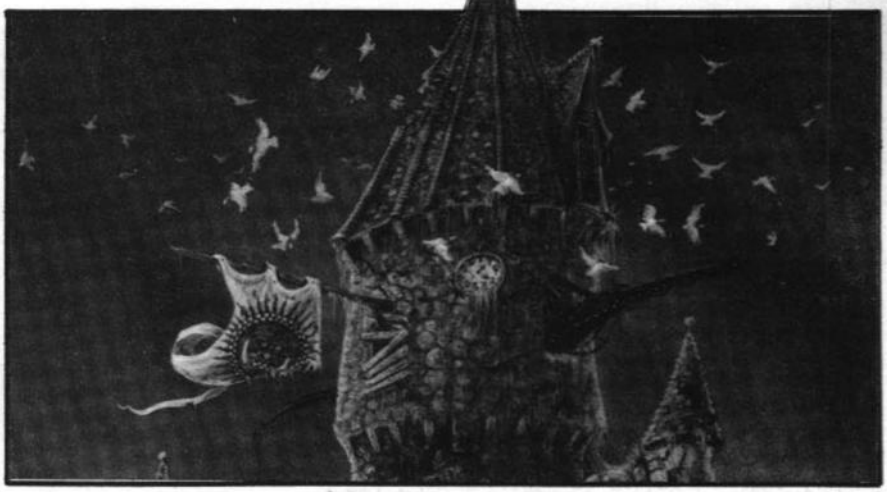
•PHARMACIST•

Career Entries
Random Entry Only

Skills
Chemistry
Cure Disease
Heal Wounds
Immunity to Poison
Manufacture Drugs
Prepare Poisons
Secret Language - Guilder

Career Exits

Basic	Advanced
Alchemist's Apprentice	Charlatan
Prospector	Physician



•PHYSICIAN'S STUDENT•

Career Entries
Basic
Grave Robber
Herbalist

Skills
Read/Write
Scroll Lore
Secret Language - Classical
50% chance of Cure Disease
50% chance of Heal Wounds
50% chance of Manufacture Drugs
50% chance of Prepare Poison

Career Exits

Basic	Advanced
Bawd	Charlatan
Grave Robber	Physician

•PIT FIGHTER•

Career Entries
Random Entry Only

Skills
Disarm
Dodge Blow
Specialist Weapon
  Two-handed Weapon
  Flail Weapons
  Parrying Weapons
  Fist Weapons
Strike Mighty Blow
Strike to Injure
50% chance of Very Resilient
50% chance of Very Strong

Career Exits

Basic	Advanced
Bounty Hunter	Giant-Slayer (Dwarfs only)
Footpad	Judicial Champion
Tunnel Fighter	Outlaw Chief

•PROTAGONIST•

Career Entries

Basic	Advanced
Bounty Hunter	Mercenary Sergeant/ Captain

Skills
Disarm
Dodge Blow
Ride - Horse
Street Fighting
Strike
  Mighty Blow
  to Injure
  to Stun

Career Exits

Basic	Advanced
Bounty Hunter	Duellist
Footpad	Judicial Champion

•PILOT•

Career Entries

Basic	Advanced
Fisherman	Sea Captain/Mate
Seaman	
Smuggler	

Skills
Orientation
Row
Sailing
Swim
20% chance of Consume Alcohol

Career Exits

Basic	Advanced
Raconteur	Navigator
Smuggler	Sea Captain

•PROSPECTOR•

Career Entries
Basic
Alchemist's Apprentice
Pharmacist

Skills
Animal Care
Carpentry
Metallurgy
Orientation
River Lore
50% chance of Fish
50% chance of Game Hunter
50% chance of Luck
20% chance of Cartography

Career Exits

Basic	Advanced
Soldier	Scout
Tomb Robber	
Tunnel Fighter (Dwarfs only)	

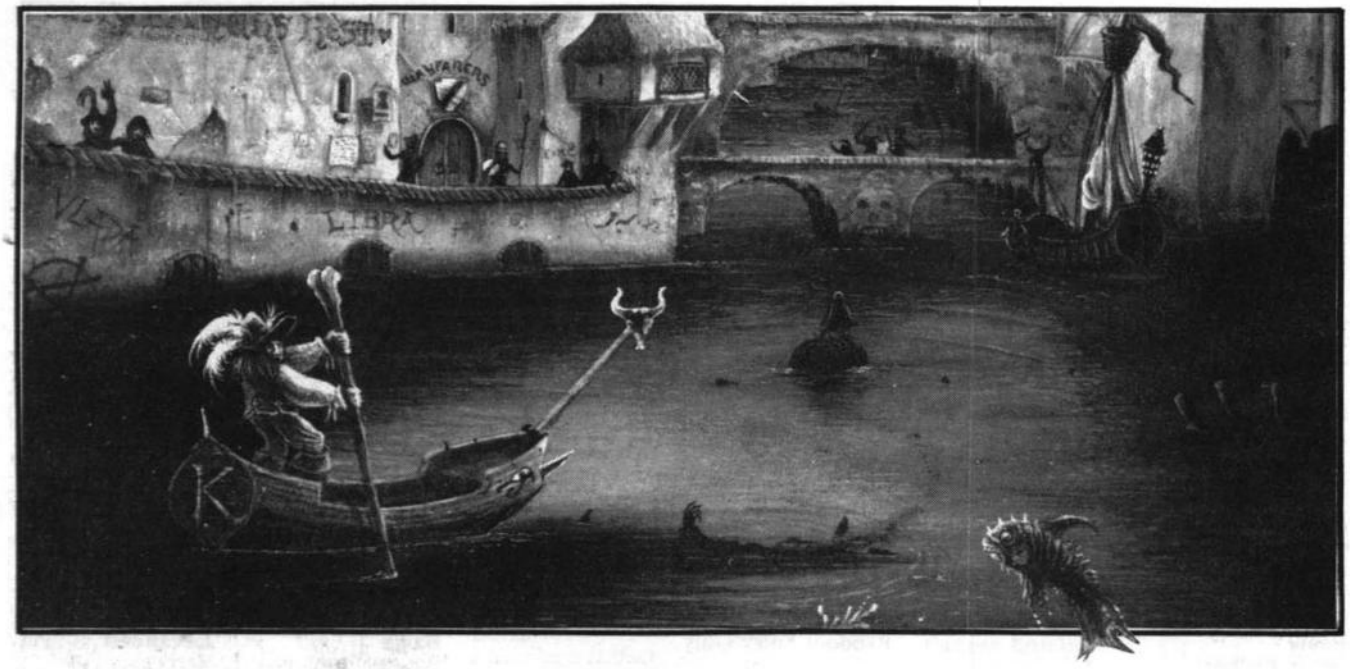
•RACONTEUR•

Career Entries

Basic	Advanced
Gamekeeper	Lawyer
Pilot	
Seaman	

Skills
Blather
Charm
Public Speaking
Seduction
Story Telling
Wit
25% chance of Ettiquette

Career Exits
Advanced
Charlatan
Demagogue



•RAT CATCHER•

Career Entries
Basic
Beggar
Grave Robber
Jailer
Tomb Robber

Skills
Animal Trainer - dog
Concealment Urban
Immunity to Disease
Immunity to Poison
Set Trap
Silent Move Urban
Specialist Weapon
  Sling
Spot Trap

Career Exits
Basic
Bodyguard
Footpad
Grave Robber
Jailer

•ROADWARDEN•

Career Entries
Basic
Exciseman
Watchman

Skills
Ride - Horse

Career Exits

Basic	**Advanced**
Militiaman	Highwayman
Outlaw	

•RUNNER•

Career Entries
Random Entry Only

Skills
Flee!
Fleet Footed
Orientation
Spot Traps
75% chance of Silent Move Urban
50% chance of Sixth Sense
25% chance of Follow Trail

Career Exits

Basic	**Advanced**
Tunnel Fighter	Scout

•RUSTLER•

Career Entries
Basic
Gamekeeper (Poacher)
Herdsman
Outlaw

Skills
Drive Cart
Silent Move Rural
Specialist Weapon
  Lasso
50% chance of Secret Language - Ranger
20% chance of Animal Care

Career Exits

Basic	**Advanced**
Outlaw	Slaver

•SCRIBE•

Career Entries
Basic
Servant
Thief (Embezzler)

Skills
Arcane Language - Magick
Read/Write
Secret Language - Classical
50% chance of Speak Additional Language

Career Exits
Advanced
Forger
Lawyer
Merchant
Scholar

•SEAMAN•

Career Entries

Basic	**Advanced**
Boatman	Slaver
Fisherman	
Smuggler	

Skills
Dodge Blow
Row
Sailing
Scale Sheer Surface
Speak Additional Language
Street Fighting
Strike Mighty Blow
Swim
75% chance of Consume Alcohol

Career Exits

Basic	**Advanced**
Boatman	Sea Captain/Mate
Pilot	Slaver
Raconteur	
Smuggler	

•SEER•

Career Entries
Random Entry Only

Skills
Arcane Language - Magick
Divination
Magical Sense
50% chance of Blather
50% chance of Charm Animal
50% chance of Public Speaking

Career Exits

Basic	Advanced
Agitator	Charlatan

•SERVANT•

Career Entries
Random Entry Only

Skills
Dodge Blow
25% chance of Animal Care
25% chance of Blather
25% chance of Drive Cart
25% chance of Ettiquette
25% chance of Heraldry
10% chance of Cook
10% chance of Ride - Horse

Career Exits
Basic
Agitator
Gamekeeper
Scribe
Thief, General

•SMUGGLER•

Career Entries
Basic
Boatman
Fisherman
Muleskinner
Pilot
Seaman
Tunnel Fighter

Skills
Drive Cart
Row
Silent Move Rural
Silent Move Urban
50% chance of Consume Alcohol
50% chance of Secret Language - Thieves' Tongue
25% chance of Speak Additional Language

Career Exits

Basic	Advanced
Pilot	Fence
Seaman	

•SOLDIER•

Career Entries

Basic	Advanced
Prospector	Artisan (Armourer)

Skills
Disarm
Dodge Blow
Secret Language - Battle Tongue
Street Fighting
Strike Mighty Blow
Strike to Stun
50% chance of Animal Care
25% chance of Ride - Horse

Career Exits

Basic	Advanced
Bounty Hunter	Artillerist
Footpad	Gunner
	Mercenary Sergeant/ Captain
	Slaver
	Sapper (Dwarfs only)

•SQUIRE•

Career Entries
Random Entry Only

Skills
Animal Care
Animal Training
Dodge Blow
Ettiquette
Heraldry
Ride - Horse
Strike Mighty Blow

Career Exits
Advanced
Freelance
Mercenary Sergeant/Captain

•STUDENT•

Career Entries
Basic
Noble

Skills
Arcane Language - Magick
Read/Write
Secret Language - Classical
25% chance of Consume Alcohol
20% chance of History
10% chance of Astronomy
10% chance of Cartography
10% chance of Identify Plants
10% chance of Numismatics
10% chance of Speak Additional Language

Career Exits

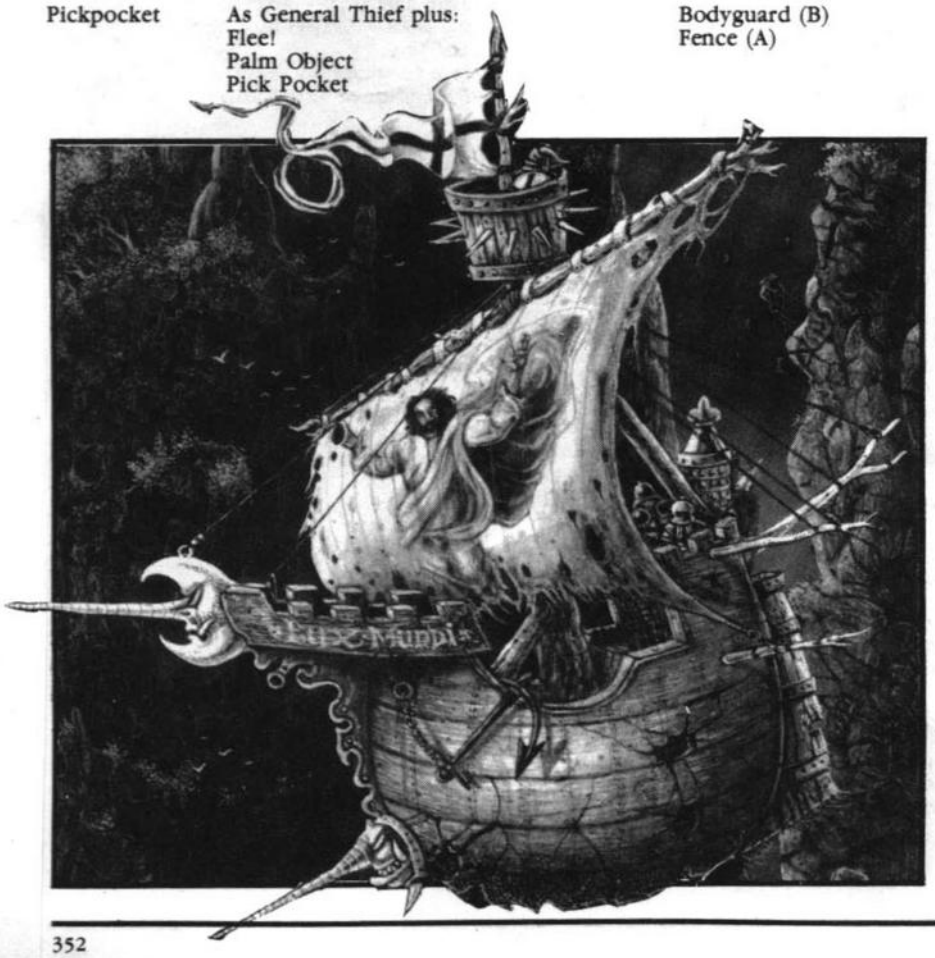
Basic	Advanced
Agitator	Lawyer
Bawd	Navigator
Thief, General	Scholar

•THIEF•

Career Entries

Basic	**Advanced**
Any other Thief type	Counterfeiter
Entertainer (Acrobat)	Fence
Entertainer (Tight Rope)	Forger
Exciseman (to Clipper or Embezzler)	Torturer
Servant	
Student	
Toll Keeper (to Embezzler)	
Trader (to Clipper)	

Type	**Skills**	**Career Exits**
General Thief	Concealment Urban Secret Language - Thieves' Tongue Secret Signs - Thieves' Signs Silent Move Rural Silent Move Urban 25% chance of Evaluate	Bodyguard (B) Charlatan (A) Outlaw (B) Racketeer (A)
Burglar	As General Thief plus: Pick Lock Scale Sheer Surface Sense Magical Alarm Spot Trap	Bodyguard (B) Fence (A)
Clipper	As General Thief plus: Palm Object	Counterfeiter (A) Fence (A)
Embezzler	As General Thief plus: Palm Object 50% chance of Read/Write 25% chance of Super Numerate	Fence (A) Scribe (B) Trader (B)
Pickpocket	As General Thief plus: Flee! Palm Object Pick Pocket	Bodyguard (B) Fence (A)



•TOLL KEEPER•

Career Entries
Random Entry Only

Skills
Evaluate
Haggle

Career Exits

Basic	**Advanced**
Militiaman	Highwayman
Outlaw	
Thief (Embezzler)	

•TOMB ROBBER•

Career Entries
Basic
Prospector
Tunel Fighter
Wizard's Apprentice

Skills
Concealment Rural
Concealment Urban
Silent Move
  Rural
  Urban
Spot Trap
75% chance of Secret Signs - Thieves'
50% chance of Secret Language - Thieves' Tongue
50% chance of Evaluate

Career Exits

Basic	**Advanced**
Bodyguard	Fence
Rat Catcher	
Tunnel Fighter	

•TRADER•

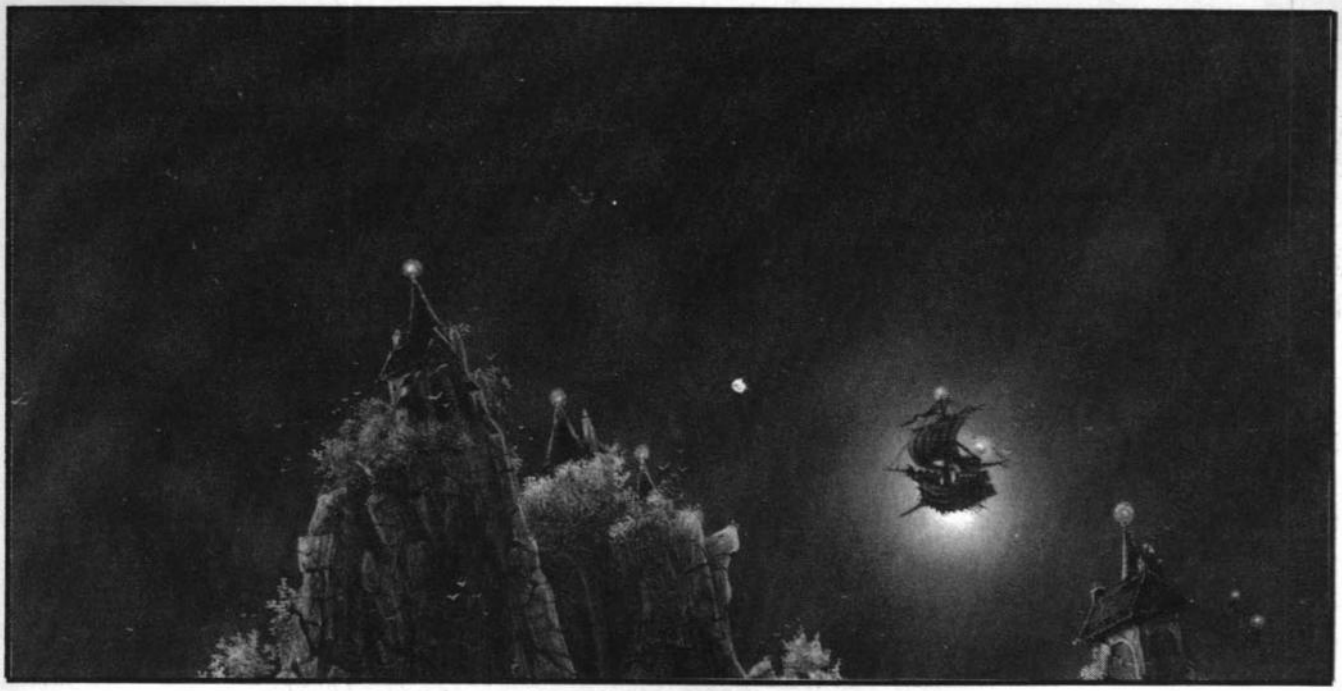
Career Entries

Basic	**Advanced**
Fisherman	Fence
Pedlar	
Thief (Embezzler)	

Skills
Evaluate
Haggle
Numismatics
25% chance of Blather
25% chance of Law

Career Exits

Basic	**Advanced**
Thief (Clipper)	Fence
	Merchant



•TRAPPER•

Career Entries
Basic
Druid
Pedlar

Skills
Concealment Rural
Orientation
Row
Secret Language - Ranger
Secret Signs - Woodsman's
Set Trap
Silent Move Rural
Spot Trap

Career Exits

Basic	**Advanced**
Druid	Scout
Outlaw	

•TROLL SLAYER•

Career Entries
Random Entry Only

Skills
Disarm
Dodge Blow
Specialist Weapon
  Two-handed Weapon
Street Fighter
Strike Mighty Blow

Career Exits
Advanced
Giant Slayer

•TUNNEL FIGHTER•

Career Entries

Basic	**Advanced**
Engineer	Sapper
Mercenary	
Pit Fighter	
Prospector (Dwarfs only)	
Runner	
Tomb Robber	

Skills
Dodge Blow
Orientation (underground only)
Scale Sheer Surface
Strike Mighty Blow
Strike to Injure
Strike to Stun

Career Exits

Basic	**Advanced**
Smuggler	Sapper (Dwarfs only)
Tomb Robber	

•WATCHMAN•

Career Entries
Random Entry Only

Skills
Strike Mighty Blow
Strike to Stun

Career Exits

Basic	**Advanced**
Bounty Hunter	Judicial Champion
Roadwarden (except Halflings)	Mercenary Sergeant/Captain
	Racketeer

•WIZARD'S APPRENTICE•

Career Entries
Random Entry Only

Skills
Arcane Language - Magick
Cast Spells - Petty Magic only
Read/Write
Secret Language - Classical
50% chance of Scroll Lore

Career Exits

Basic	**Advanced**
Bawd	Charlatan
Entertainer (Bunko Artist)	Wizard, level 1
Gambler	
Grave Robber	
Tomb Robber	

•WOODSMAN•

Career Entries
Basic
Druid

Skills
Concealment Rural
Follow Trail
Identify Plants
Secret Language - Ranger
Set Trap
Silent Move Rural
Specialist Weapon
  Two-handed Weapon
Spot Trap
75% chance of Secret Signs - Woodsman's

Career Exits

Basic	**Advanced**
Druid	Scout
Outlaw	

•ADVANCED CAREERS•

1.Alchemist
2.Artillerist
3.Artisan
4.Assassin
5.Charlatan
6.Cleric
7.Counterfeiter
8.Demagogue
9.Druidic Priest
10.Duellist
11.Explorer
12.Fence
13.Forger
14.Freelance
15.Giant Slayer
16.Gunner
17.Highwayman
18.Judicial Champion
19.Lawyer
20.Mercenary
21.Merchant
22.Navigator
23.Outlaw Chief
24.Physician
25.Racketeer
26.Sapper
27.Scholar
28.Scout
29.Sea Captain
30.Slaver
31.Spy
32.Targeteer
33.Templar
34.Torturer
35.Witch-hunter
36.Wizard
Demonologist
Elementalist
Illusionist
Necromancer

•ALCHEMIST•

Career Entries
Basic
Alchemist's Apprentice

Skills
Level 1
Arcane Language - Magick
Cast Spells - Petty Magic only
Chemistry
Metallurgy

Level 2
Cast Spells - Battle Magic, Level 1
Herb Lore
Magical Sense
Prepare Poison
Scroll Lore

Level 3
Cast Spells - Battle Magic, Level 2
Magical Awareness
Manufacture Potions
Meditation
Rune Lore

Level 4
Cast Spells - Battle Magic, Level 3
Arcane Language - Dwarvish or Elvish
Identify Magical Artefact
Manufacture Scrolls

Career Exits
Advanced
Alchemist - of next level up
Wizard - level 1

•ARTILLERIST•

Career Entries
Basic
Engineer
Labourer

Marine
Mercenary
Soldier

Skills
Carpentry
Engineer
Specialist Weapon
Bolt Thrower
Stone Thrower

Advanced
Gunner
Mercenary
Sergeant/Captain
Sapper

Career Exits
Basic
Marine

Advanced
Gunner
Mercenary
Sergeant/Captain
Sapper (Dwarfs only)

•ARTISAN•

Career Entries

Basic	Advanced
Artisan's Apprentice	Any other Artisan type
Engineer (Carpenter or Stonemason only)	

Skills

General Skills
Drive Cart
Magical Sense
Scroll Lore
Secret Language - Guilder
Secret Signs - Artisan

Skills and Career Exits by Trade

Artisan	Skills	Career Exits
Armourer	Metallurgy Smithing	Soldier (B)
Blacksmith	Smithing	
Brewer	Brewing	
Builder	Carpentry	Engineer (B - Dwarfs only)
Calligrapher	Art	Explorer (A) Forger (A)
Carpenter	Carpentry	
Cartwright	Carpentry	
Chandler		
Cobbler	Tailor	
Cooper	Carpentry	
Engraver	Art	Counterfeiter (A) Forger (A)
Glass Maker	Chemistry	
Jeweller	Gem Cutting	Merchant (A)
Potter	Art Chemistry	
Printer		Demagogue (A)
Shipwright	Carpentry Boat Building	
Stonemason	Stoneworking	Engineer (B - Dwarfs only)
Tailor	Tailor	
Tanner	Chemistry	

•ASSASSIN•

Career Entries

Basic	Advanced
Bounty Hunter	Duellist Judicial Champion Spy Targeteer

Skills

Concealment Rural
Concealment Urban
Disguise
Marksmanship
Prepare Poisons
Scale Sheer Surface
Shadowing
Silent Move Rural
Silent Move Urban
Specialist Weapon Skill
- Blowpipe
- Fist Weapon
- Flail
- Lasso
- Parrying Weapon
- Throwing Knife
- Two-handed Weapon

Career Exits

Basic	Advanced
Mercenary	Outlaw Chief Witch-Hunter

•CHARLATAN•

Career Entries

Basic

Agitator
Alchemist's Apprentic
Entertainer (Bunko Artist)
Entertainer (Fortune Teller)
Gambler
Hypnotist
Minstrel
Pharmacist
Physician's Student
Raconteur
Seer
Thief, General
Wizard's Apprentice

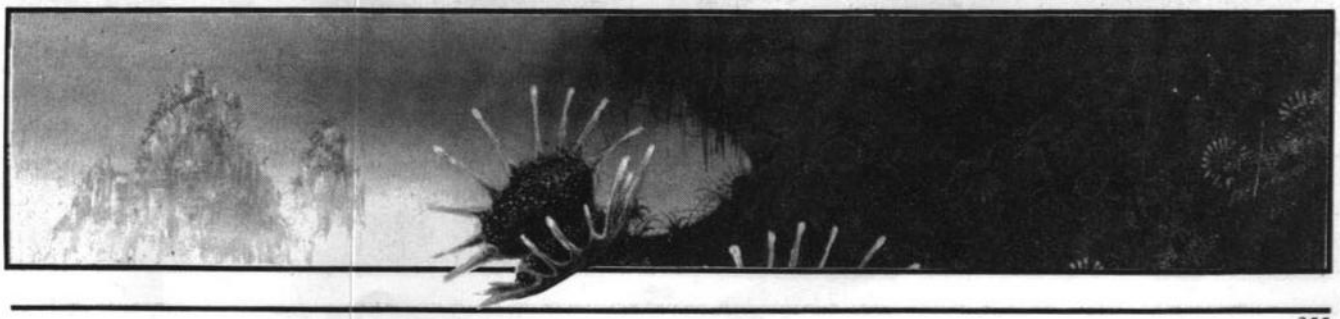
Skills

Blather
Charm
Disguise
Evaluate
Mimic
Palm Object
Public Speaking
Seduction
Wit

Career Exits

Advanced

Demagogue
Spy



•CLERIC•

Career Entries
Basic
Initiate

Skills
Level 1
Arcane Language - Magick
Cast Spells - Clerical Level 1
Meditate
Public Speaking
Plus any listed under the Cleric's deity.

Level 2
Cast Spells - Clerical Level 2
Identify Undead
Magical Sense
Plus any listed under the Cleric's deity.

Level 3
Cast Spells - Clerical Level 3
Magical Awareness
Manufacture Scrolls
Plus any listed under the Cleric's deity.

Level 4
Cast Spells - Clerical Level 1
Manufacture Potions
Plus any listed under the Cleric's deity.

Career Exits
Advanced
Cleric - of next level
Demagogue
Witch-Hunter

•COUNTERFEITER•

Career Entries

Basic	**Advanced**
Alchemist's Apprentice	Artisan (Engraver)
Thief (Clipper)	Forger

Skills
Art
Metallurgy
Numismatics
Super Numerate

Career Exits

Basic	**Advanced**
Thief, General	Fence

•DEMAGOGUE•

Career Entries

Basic	**Advanced**
Agitator	Artisan (Printer)
Entertainer (Comic)	Charlatan
Raconteur	Cleric
	Lawyer
	Outlaw Chief

Skills
Blather
Public Speaking
Read/Write

Career Exits

Basic	**Advanced**
Mercenary	Outlaw Chief

•DRUIDIC PRIEST•

Career Entries
Basic
Druid

Skills
Level 1
Arcane Language - Druidic
Cast Spells - Druidic Level 1
Heal Wounds
Herb Lore
Meditation
Ride
Plus any listed under the Old Faith

Level 2
Cast Spells - Druidic Level 2
Charm Animal
Cure Disease
Divination
Magical Sense
Plus any listed under the Old Faith

Level 3
Astronomy
Cast Spells - Druidic Level 3
Magical Awareness
Prepare Poison

Level 4
Cast Spells - Druidic Level 4
Manufacture Potions
Rune Lore

Career Exits
Nil

•DUELLIST•

Career Entries

Basic	**Advanced**
Noble	Highwayman
Protagonist	Judicial Champion

Skills
Disarm
Dodge Blow
Ettiquette
Marksmanship
Specialist Weapon
  Fencing Sword
  Pistol
  Parrying Weapons
Strike Mighty Blow
Strike to Injure
Strike to Stun

Career Exits
Advanced
Assassin
Highwayman
Mercenary Sergeant/Captain

•EXPLORER•

Career Entries
Advanced
Artisan (Calligrapher)
Mercenary Sergeant/Captain
Merchant
Navigator
Scholar
Scout
Sea Captain/Mate

Skills
Cartography
Drive Cart
Evaluate
Follow Trail
Law
Linguistics
Orientation
Read/Write
Ride

Career Exits
Advanced
Mercenary Sergeant/Captain
Navigator
Sea Captain
Spy

•FORGER•

Career Entries

Basic	**Advanced**
Bawd	Counterfeiter
Footpad	Racketeer
Pedlar	
Smuggler	
Thief (Burglar)	
Thief (Clipper)	
Thief (Embezzler)	
Thief (Pickpocket)	
Tomb Robber	
Trader	

Skills
Evaluate
Magical Sense
Palm Object
Super Numerate

Career Exits
Basic
Thief (Any type)
Trader

•FENCE•

Career Entries

Basic	**Advanced**
Scribe	Artisan (Calligrapher)
	Artisan (Engraver)

Skills
Art
Read/Write

Career Exits

Basic	**Advanced**
Thief (Any type)	Counterfeiter

•FREE LANCE•

Career Entries

Basic	**Advanced**
Noble	Mercenary Captain (Cavalry only)
Squire	Templar

Skills
Disarm
Dodge Blow
Ettiquette
Heraldry
Ride - Horse
Secret Language - Battle Tongue
Specialist Weapon
- Lance
- Flail
- Parrying Weapon
- Two-handed Weapon

Strike Mighty Blow
Strike to Stun
Strike to Injure

Career Exits
Advanced
Mercenary Captain
Templar

•GIANT SLAYER•

Career Entries
Basic
Pit Fighter (Dwarfs only)
Troll Slayer

Skills
Dodge Blow
Secret Language - Battle Tongue
Specialist Weapon
- Flail
- Two-handed Weapon

Strike Mighty Blow

Career Exits
Nil

•GUNNER•

Career Entries

Basic	**Advanced**
Engineer	Artillerist
Mercenary	Mercenary Sergeant/Captain
Soldier	Sapper

Skills
Drive Cart
Specialist Weapon
- Blunderbuss
- Bombard
- Pistol
- Bombs

Career Exits

Basic	**Advanced**
Marine	Artillerist
	Mercenary Sergeant/Captain

•HIGHWAYMAN•

Career Entries

Basic	**Advanced**
Coachman	Duellist
Footpad	Outlaw Chief
Outlaw	
Outrider	
Roadwarden	
Toll-Keeper	

Skills
Animal Care - Horse
Ettiquette
Evaluate
Marksmanship
Ride - Horse
Silent Move Rural
Silent Move Urban
Specialist Weapon
- Pistol
- Fencing Sword

Trick Riding
Wit

Career Exits
Advanced
Duellist
Mercenary Sergeant/Captain
Outlaw Chief

•JUDICIAL CHAMPION•

Career Entries

Basic	**Advanced**
Pit Fighter	Mercenary Sergeant/Captain
Protagonist	
Watchman	

Skills
Dodge Blow
Specialist Weapon
- Fencing Sword
- Fist Weapon
- Flail
- Lasso
- Net
- Parrying Weapon
- Two-handed Weapon

Strike Mighty Blow

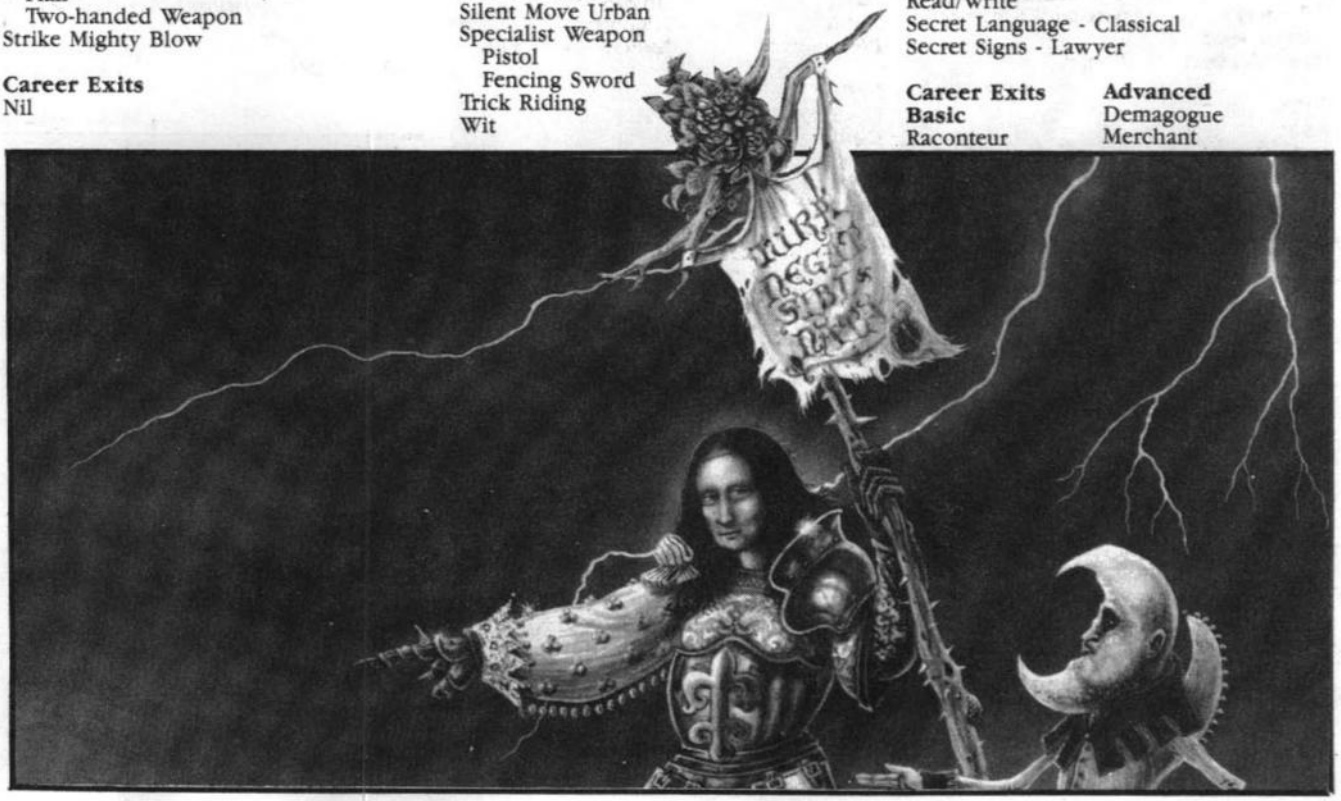
Career Exits
Advanced
Assassin
Duellist
Mercenary Captain
Templar
Witch-Hunter

•LAWYER•

Career Entries
Basic
Exciseman
Scribe
Student

Skills
Ettiquette
Law
Public Speaking
Read/Write
Secret Language - Classical
Secret Signs - Lawyer

Career Exits	**Advanced**
Basic	Demagogue
Raconteur	Merchant



•MERCENARY SERGEANT/CAPTAIN•

Career Entries

Basic
Marine
Mercenary
Soldier

Squire (straight to Captain
Watchman

Advanced
Artillerist
Duellist
Explorer (straight to Captain)
Free Lance (straight to Captain)
Gunner
Highwayman
Judicial Champion
Outlaw Chief
Scout
Slaver
Targeteer
Templar (straight to Captain)

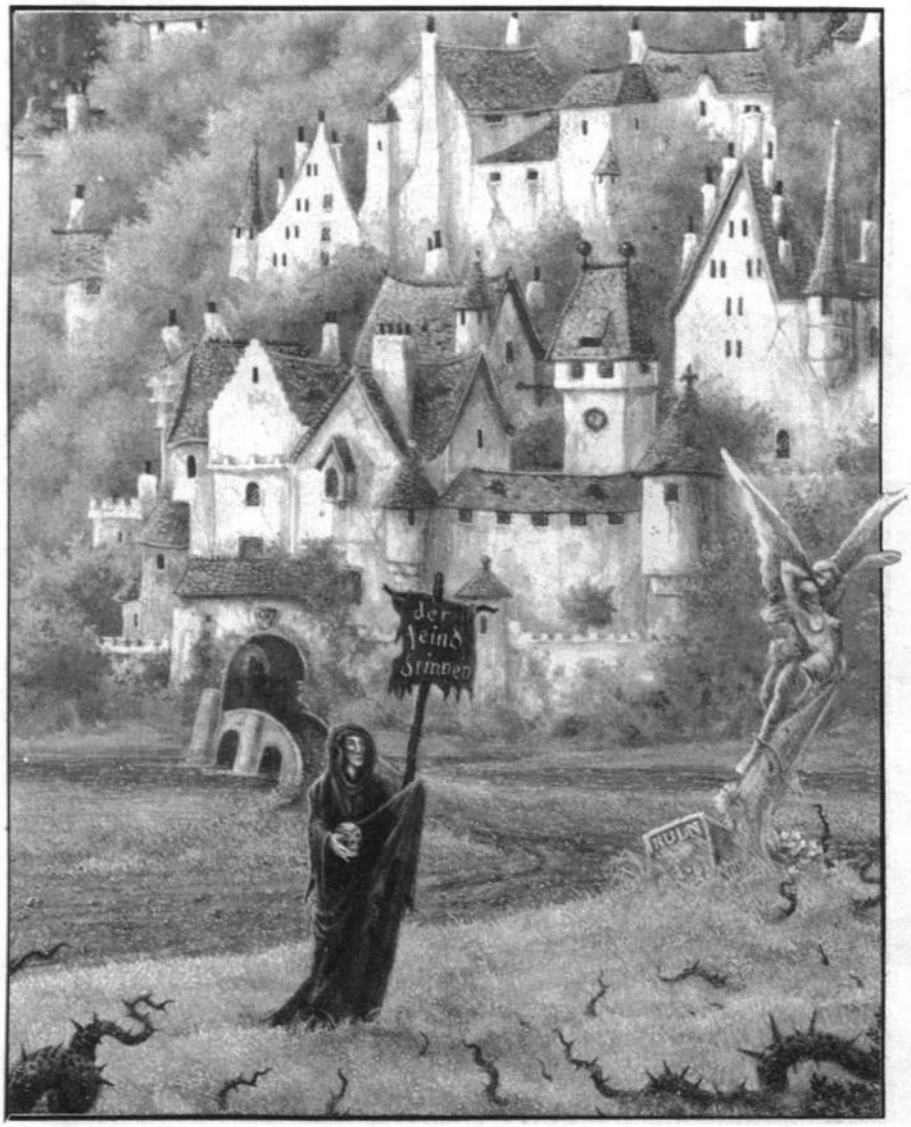
Sergeant Skills
Consume Alcohol
Gamble
Secret Language - Battle Tongue
Street Fighter
Strike Mighty Blow
Strike to Stun

Captain Skills
Disarm
Dodge Blow
Heraldry
Ride - Horse
Specialist Weapon
  Lance
  Two-handed Weapon
  Flail
  Parrying Weapon
Strike to Injure

Career Exits

Basic
Bounty Hunter
Gambler
Protagonist

Advanced
Artillerist
Explorer
Free Lance - cavalry only
Gunner
Judicial Champion
Outlaw Chief



•MERCHANT•

Career Entries

Basic
Exciseman
Scribe
Trader

Advanced
Artisan (Jeweller)
Lawyer
Scholar

Skills
Evaluate
Haggle
Magical Sense
Numismatics
Read/Write
Ride
Secret Language - Guilder
Speak Other Language
Super Numerate

Career Exits
Advanced
Explorer

•NAVIGATOR•

Career Entries

Basic
Pilot
Student

Advanced
Explorer
Sea Captain/Mate

Skills
Astronomy
Cartography
Orientation

Career Exits
Advanced
Explorer
Sea Captain (bypassing Mate)

•OUTLAW CHIEF•

Career Entries

Basic
Bodyguard
Mercenary
Outlaw
Pit Fighter

Advanced
Assassin
Demagogue
Highwayman
Mercenary Sergeant/Captain
Racketeer
Scout
Slaver
Targeteer
Torturer

Skills
Follow Trail
Identify Plants
Secret Language - Battle Tongue
Secret Language - Thief
Ride - Horse

Career Exits
Advanced
Demagogue
Highwayman
Mercenary Sergeant/Captain
Scout

•PHYSICIAN•

Career Entries
Basic
Hypnotist
Pharmacist
Physician's Student

Skills
Cure Disease
Heal Wounds
Manufacture Drugs
Prepare Poisons
Surgery

Career Exits
Basic
Alchemist's Apprentice
Hypnotist

•RACKETEER•

Career Entries

Basic	**Advanced**
Beggar	Torturer
Entertainer (Strongman)	
Entertainer (Wrestler)	
Footpad	
Thief, General	
Watchman	

Skills
Dodge Blow
Specialist Weapon
Fist Weapons
Incendiaries
Street Fighter
Strike Mighty Blow

Career Exits
Advanced
Fence
Outlaw Chief

•SAPPER•

Career Entries

Basic	**Advanced**
Engineer	Artillerist (Dwarfs only)
Mercenary (Dwarfs only)	
Soldier (Dwarfs only)	
Tunnel Fighter (Dwarfs only)	

Skills
Carpentry
Engineer
Specialist Weapon
Stone Throwers
Bombs

Career Exits

Basic	**Advanced**
Engineer	Artillerist
Mercenary	Gunner
Tunnel Fighter	

•SCHOLAR•

Career Entries
Basic
Scribe
Student

Skills
Astronomy
Cartography
History
Identify Plant
Linguistics
Magical Sense
Numismatics
Rune Lore
Speak Additional Language

Career Exits
Advanced
Explorer
Merchant

•SCOUT•

Career Entries

Basic	**Advanced**
Coachman	Outlaw Chief
Gamekeeper	
Herdsman	
Hunter	
Muleskinner	
Outrider	
Prospector	
Runner	
Trapper	
Woodsman	

Skills
Animal Care
Concealment Rural
Follow Trail
Orientation
Ride - Horse
Secret Language - Ranger
Secret Signs - Scout
Silent Move Rural

Career Exits

Basic	**Advanced**
Bounty Hunter	Explorer
	Mercenary Sergeant/Captain
	Outlaw Chief

•SEA CAPTAIN/MATE•

Career Entries

Basic	Advanced
Marine	Explorer
Pilot	Navigator (bypassing Mate)
Seaman	

Mate Skills
Boatbuilding
Consume Alcohol
Sailing
Storytelling
Street Fighting
Swim

Mate Career Exits

Basic	Advanced
Pilot	Navigator
	Sea Captain

Captain Skills
Animal Trainer - Parrot or Monkey
Boat Building
Numismatics
Speak Additional Language
Specialist Weapon -Fencing Sword
Strike Mighty Blow

Captain Career Exits

Basic	Advanced
Pilot	Explorer

•SPY•

Career Entries
Advanced
Charlatan
Explorer

Skills
Act
Bribery
Concealment Urban
Cryptography
Disguise
Flee!
Linguistics
Pick Lock
Palm Object
Read/Write
Seduction
Shadowing
Silent Move Urban
Sixth Sense
Wit

Career Exits
Advanced
Assassin

•SLAVER•

Career Entries
Basic
Bounty Hunter
Footpad
Jailer
Marine
Mercenary
Rustler
Seaman
Soldier

Skills
Drive Cart
Ride
Speak Additional Language
Strike to Stun

Career Exits

Basic	Advanced
Seaman	Mercenary Sergeant/Captain
	Outlaw Chief

•TARGETEER•

Career Entries
Basic
Bounty Hunter
Gamekeeper
Outlaw

Skills
Marksmanship
Specialist Weapon - Longbow

Career Exits
Advanced
Assassin
Mercenary Sergeant/Captain
Outlaw Chief

•TEMPLAR•

Career Entries
Advanced
Free Lance
Judicial Champion
Witch-Hunter

Skills
Disarm
Dodge Blow
Read/Write
Ride - Horse
Secret Language - Battle Tongue
Secret Signs - Templar
Strike Mighty Blow
Strike to Stun

Career Exits

Basic	**Advanced**
Initiate	Free Lance
	Mercenary Sergeant/Captain
	Witch-Hunter

•TORTURER•

Career Entries
Basic
Jailer

Skills
Heal Wounds
Specialist Weapon - Whip
Torture

Career Exits

Basic	**Advanced**
Thief (Any type)	Outlaw Chief
	Racketeer

•WITCH-HUNTER•

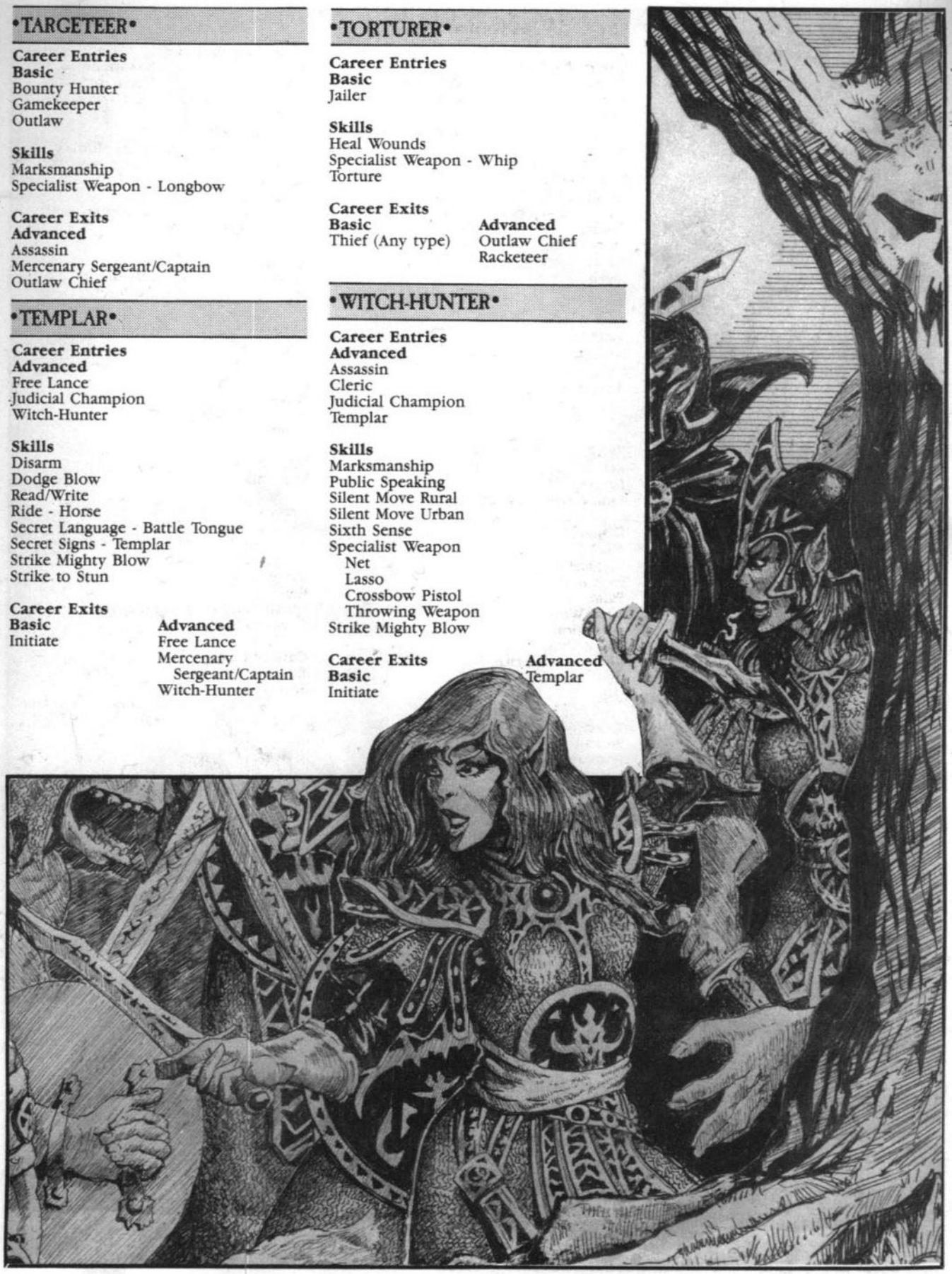
Career Entries
Advanced
Assassin
Cleric
Judicial Champion
Templar

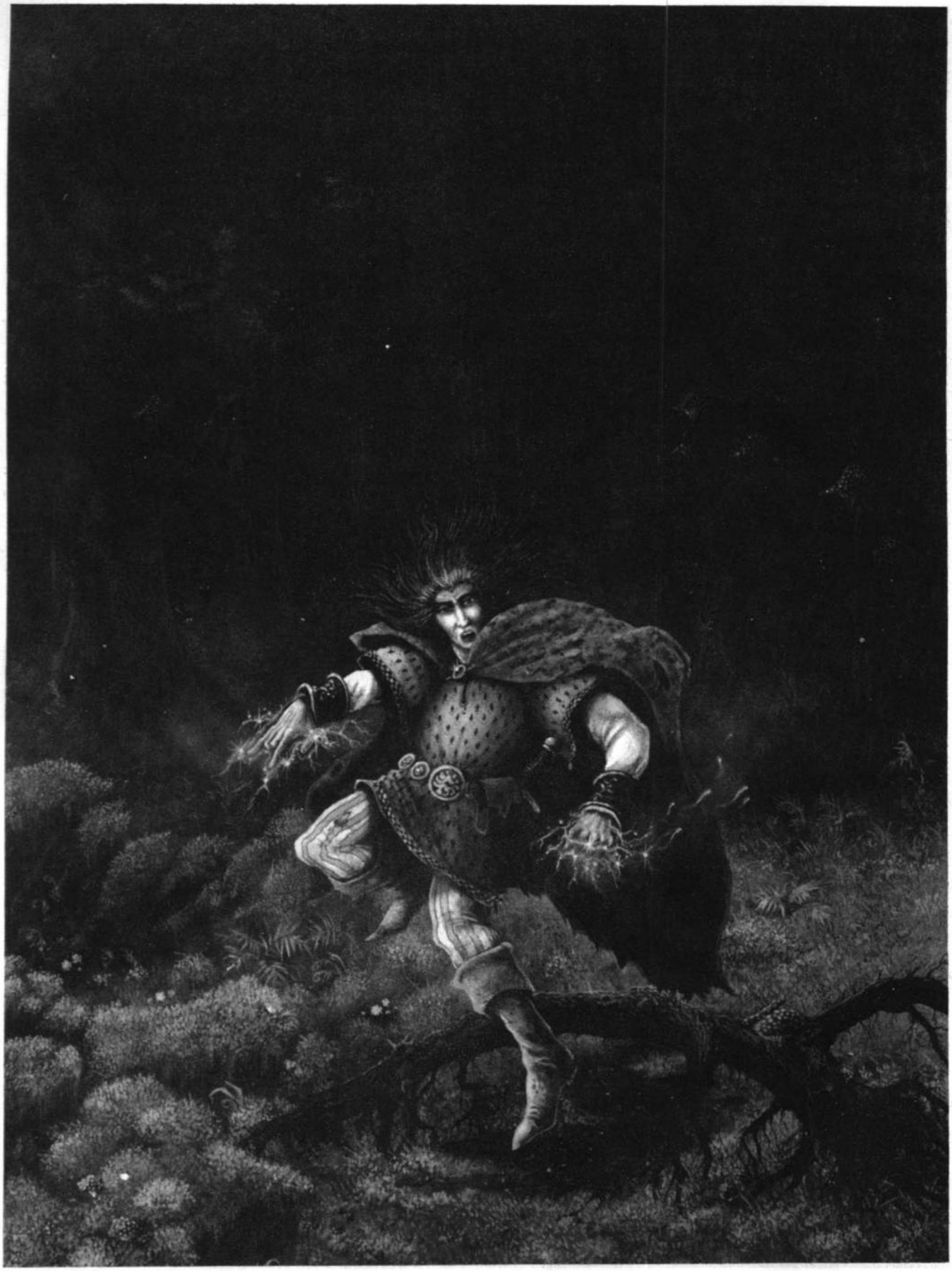
Skills
Marksmanship
Public Speaking
Silent Move Rural
Silent Move Urban
Sixth Sense
Specialist Weapon
- Net
- Lasso
- Crossbow Pistol
- Throwing Weapon

Strike Mighty Blow

Career Exits

Basic	**Advanced**
Initiate	Templar





•WIZARD•

Career Entries

Basic	**Advanced**
Wizard's Apprentice	Alchemist
	Demonologist
	Elementalist
	Illusionist
	Necromancer

Skills
Level 1
Cast Spells - Battle Magic Level 1
Identify Plants
Magical Sense
Rune Lore
Scroll Lore

Level 2
Cast Spells - Battle Magic Level 2
Evaluate
Herb Lore
Magical Awareness
Meditation

Level 3
Cast Spells - Battle Magic Level 3
Demon Lore
Identify Magical Artefact
Identify Undead
Prepare Poison

Level 4
Arcane Language - Dwarvish or Elvish
Cast Spells - Battle Magic Level 4
Manufacture Potions
Manufacture Scrolls

Career Exits
Advanced
Wizard - of next level
Demonologist
Elementalist
Illusionist
Necromancer

•WIZARD - DEMONOLOGIST•

Career Entries
Advanced
Illusionist
Necromancer
Wizard

Skills
Level 1
Arcane Language - Demonic Magic
Cast Spells - Demonic Battle Magic Level 1
Demon Lore

Level 2
Cast Spells - Demonic Battle Magic Level 2
Identify Undead
Meditation

Level 3
Cast Spells - Demonic Battle Magic Level 3
Identify Magical Artefact
Magical Awareness

Level 4
Astronomy
Cast Spells - Demonic Battle Magic Level 4
Manufacture Potions
Manufacture Scrolls

Career Exits
Advanced
Demonologist - of next level
Illusionist
Necromancer
Wizard

•WIZARD - ELEMENTALIST•

Career Entries
Advanced
Illusionist
Wizard

Skills
Level 1
Arcane Language - Elemental Magick
Cast Spells - Elemental Battle Magic Level 1
Dowsing
Herb Lore
Metallurgy

Level 2
Astronomy
Cast Spells - Elemental Battle Magic Level 2
Identify Undead
Meditation

Level 3
Arcane Language - Druidic
Cast Spells - Elemental Battle Magic Level 3
Demon Lore
Identify Magical Artefact
Magical Awareness

Level 4
Arcane Language - Dwarvish or Elvish
Cast Spells - Elemental Battle Magic Level 4
Manufacture Potions

Career Exits
Advanced
Elementalist - of next level
Illusionist
Wizard

•ILLUSIONIST•

Career Entries
Advanced
Demonologist
Elementalist
Necromancer
Wizard

Skills
Level 1
Arcane Language - Illusionist Magick
Cast Spells - Illusionist Battle Magic level 1
Evaluate

Level 2
Cast Spells - Illusionist Battle Magic level 2
Hypnotise
Meditation

Level 3
Cast Spells - Illusionist Battle Magic level 3
Identify Undead
Magical Awareness

Level 4
Cast Spells - Illusionist Battle Magic level 4
Identify Magical Artefact
Manufacture Potions
Manufacture Scrolls

Career Exits
Advanced
Illusionist - of next level
Demonologist
Elementalist
Necromancer
Wizard

•NECROMANCER•

Career Entries
Advanced
Demonologist
Illusionist
Wizard

Skills
Level 1
Arcane Language - Necromantic Magick
Cast Spells - Necromantic Battle Magic level 1
Identify Undead

Level 2
Cast Spells - Necromantic Battle Magic level 2
Demon Lore
Meditation

Level 3
Cast Spells - Necromantic Battle Magic level 3
Magical Awareness
Manufacture Drugs

Level 4
Cast Spells - Necromantic Battle Magic level 4
Identify Magical Artefact
Manufacture Potions
Manufacture Scrolls

Career Exits
Advanced
Necromancer - of next level
Demonologist
Illusionist
Wizard

Character sheet

WARHAMMER™ FANTASY ROLE PLAY

NAME	RACE	GENDER	CAREER CLASS	ALIGNMENT

AGE	HEIGHT	WEIGHT	HAIR	EYES	DESCRIPTION

CURRENT CAREER	CAREER PATH	CAREER EXITS

	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
STARTER PROFILE														
ADVANCE SCHEME														
CURRENT PROFILE														

HAND TO HAND WEAPONS	I	WS	D	PY

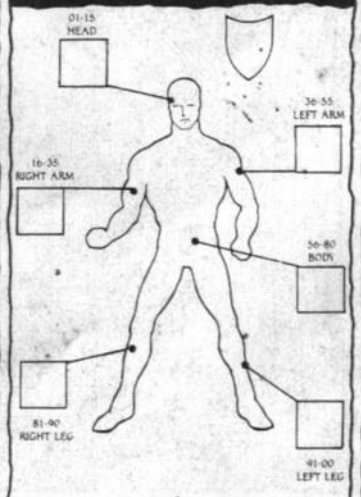
MISSILE WEAPONS	S	L	E	ES	Load

ARMOUR	Loc	ENC

SKILLS	

SKILLS	

ARMOUR POINTS



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SPELLS	SL	MP	R	D	INGREDIENTS	EFFECT

FATE POINTS

MAGIC POINTS

POWER LEVEL

EXPERIENCE

EQUIPMENT/TRAPPINGS	Loc	ENC
TOTAL		

MOVEMENT RATE	Yds./ 10 SECS	Yds./ Min.	M.P.H.
CAUTIOUS			
STANDARD			
RUNNING			

LANGUAGES

PSYCHOLOGY & HEALTH

INSANITY POINTS

BACKGROUND

Place of Birth:

Parents Occupation:

Family Members:

Social Level: Religion

WEALTH	Loc	ENC
TOTAL		

COMPANIONS & ANIMALS	M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel

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A GRIM WORLD OF PERILOUS ADVENTURE.

The Old World. On the surface, it is a vast and fertile place, filled with teeming cities, Elf-haunted forests and lofty crags where Dwarfs battle with Goblins and their kin. But a shadow hangs over the world, cast by the dark, corrupting hand of Chaos. From the pirate-ridden coast of south Tilea to the fortified villages of the barbaric East, a few heroes strive to hold back the endless tide of Chaos spilling from the north. But Chaos also gnaws from within, and its hidden servants work to bring the world to its knees before the Dark Gods.

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DATA:

Number of Players: 2 or more
Age: 16 to Adult
Playing Time: 1 or more hours
Cover Art: John Sibbick

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